

# MAGAZINE

ST MAMIGA MC64 M CPC SPECTRUM PC 

# ADVANCED COMPUTER ENTERTAINMENT

# £20,000 REWARD A PC ENGINE

We present a complete guide to today's home computer technology, and a £20000 challenge to the industry...



# FOR BRITA



US technology is transforming the humble videe tepe recerder inte e fully interective games system, Find eut mere en page 35...

Plus...the latest games, including Vette and The Untouchables: David Braben

on Elite 2: and a maniac's quide to 16-bit recing





# FROM U





4 CHART SMASHIG FOR THE U.S. GOD

# SMASHERS U. S.GOLD





HING GAMES DESTINED OF FAME!!





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D EMAP BACP 1989

White NEC dither, Konx delay, Sega stall, and Nintendo daily, a small British company has produced a proper PAL

version of the infomous NEC PC Engine. it's unauthonsed, unolificial, but available - and it works a lot better than any ather unit we ve seen to date, thanks to some careful re-engineenne

#### RED HOT TAPE .....35

Who is Ludwig Von Drake? And why is so much attention being lavished by games technologists on the humble VCR? John Cook reveals the secrets of System X interactive video and explains how new developments could get Walt Disney and Cinemaware taped up.

THE MANIAC'S GUIDE......89 Which 16-bit racing game takes pole position? And how

does Continental Circus, just released, lare against the competition? Tony Diffort, who was born on the back seat of a Corvette with a toystick in his mouth, reports...

i Circust jeading the pack?

ALL THIS AND ELITE TWO .....41 David Braben, author of Eite and Zarch, and Britain's most respected programmer, grants a rare interview to Eugene Lacey, New technology, new directions, and Elite Two

IN SEQUENCE.....103 Jon Bates checks out Music X and Virtuoso and discovers ever more powerful ways of getting your songs into sricon

Vette is this month's star game accom panied by Batman, Day of the Viper, Altered Beest, Shinobi, and a host of other contenders for autumn gold.

BATMAN Ocean..... GEMINI WING Virgan/Masterfronc .... 75 LAPTOP CHESS Mindscape ...........73 PROMISED LANDS Electronic Arts...77 PICTIONARY Domark......80 RAINBOW WARRIOR Microprose .....68 SHINOBI Virgin..... THE UNTOUCHABLES Ocean...........59 THE DAY OF THE VIPER Accolade ... 52 VETTE Mirrorsoft ......50 



This month ACE introduces a dramatic new section that gives hither to unavailable information about the games we play and the compames who produce them. Every month, you can turn to The Final Score section in the Pink Pages and discover

I how every tile reviewed that month by any reputable games magazine has scored overall.

which software houses are currently at the top of the games league, and which games are No. 1 for each machine. PLUS how you can win some great prized



Psygnosis are offering five lucky Amiga/ST owners the chance

Right at this very moment in the City, huge fortunes are changing piece not over oil, or transport, or gold, but over the righte (they're celled 'intollectuel property righte') to the great nemes in entertainment. If you heve the right, for exemple, to exploit Michael Jeckeon'e music, you're a very rich men Indeed. But by the year 2000 all the conversion outlets for these rights will have been exheusted. You'll have seen the film, read the book, exerched the LP, lost the musices-setts, bought the CD, and borrowed the video. There's only one other outlet left for the bit hous to meks mooney out of computer gemes. And believe us, there

for the big boys to make money out of: computer games. And boileve us, there are some very powerful people getting very excited right now about about com-puter entertoinment. Wetch this espece...for the norst twenty years.



- the most important launch of

# to walk away with an armful of red hot software on p85.

#### GAMEPLAY

#### SCREEN TEST ... Find out what happens when the Isam that growrammed Falcon power up a Corvette and burn across San Francis co in full vector-graphic glory, the result is Vette and a

926 ACE Rating. And don't miss Day of the Viper, Bat man, and the Populous Promised Lands disk either. ARCADE ACE .....22 Two 68000 chips help Sega's CP System board launch (AV Squadron and Ghouis'n'Ghosts Plus the first instalment of

our guide to sounding like an arcade professional - don't gawp, go AWP and clean up on the SWP UPDATES......97 F16 Combat Pilot powers onto the Amusa, and PC own-

ers can drool over Baai, Menace, and Microprose Soc-TRICKS 'N' TACTICS...

Play it cool with ACE tips on today's games.

NINTENDO UPDATE .....117 Find out why you should immediately rush out to the shops and buy a Nintendo Gameboy - it's got something to do with something beginning with T....

#### REGULARS

PREVIEWS......18 Old Groper meets someone as werd as himself: Wacko Jacko, now isyng into slicon with Moorwalker.

NEWS......9 Will the SAM Coupe revive the fortunes of 8-bit technology<sup>5</sup> Plus all the latest snopets from the world of comput-

er entertanment... LETTERS.....14 There is a man in Covertry who makes funry poises at his

disks and claims this helps them load more easily. Woolf ADVENTURES ......107

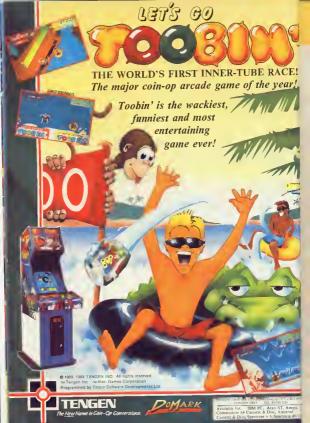
indiana Jones gets his own graphic adventure, and Etyra titilates adventurers with the first 36D graphic adventure.

gets you a free issue into the bargein.

FREE ISSUE!.....84 ACE is the only magazine to bring you authoritative coverage of tomorrow's entertainment technology today - a subscription keeps you up to-date and







# SAM GOUPE ARRIVES : LOGOTRON SPLITS : ACE NEWS INTERPHASE, DUE SOON: ACE NEWS

## **SAM COMES OUT AT LAST!**



MGT's long awarted SAM Coupe has finally appeared in its finished

lorm. The machine was presented to the gress in London on Tuesday 12th September by its creators Bruce Gordon and Alan Miles of Miles Gordan Technology

SAM is unisual in deing an 8bit machine, while most of the machines (consoles excepted) launched over recent years have been based around 16-bit microprocessors. SAM uses the ever popular Z80B processor which runs at a tidy 6 megahertz. The choice of piccessor is not mally surprising since one of SAM's main assets is its Spectrum compabbáty.

Because the SAM should oute happily run most existing 48k Spectrum software there is already a huge range of mady to run games available for the machine, making it a good upgrade path Idi existing Spec-

SAM also boasts a supenor BASIC, written by Dr. Andy Wright. author of Beta BASIC as well as 256k RAM upgradeable to 512K and 6 channel, stereo sound in addition to the standard Spectrum screen mode. SAM has three other modes. gryng us to 512 x 192 pixel resolution in four colours from a palette of 128. There is also a

SAM the cartoon character!

lower resolution 256 x 192 part mode which allows 16 colours on

The machine also supports a mouse, lightpen, and lightgun, par allel or senal printer, Mids, and one or two 3.5 inch disk drives, in addition to a standard cassette

screen all once

Judging by the specification we have seen. SAM is undoubtedly a very rice machine. It boasts belter sound than the ST (not hard to activeve admitterily), and faster disk drives than both the ST or Amiga But despite this the quesbon still remains as to whether an Shi machine can compele in a market that is now dominated by

more powerful 16-bit machines II is entirely possible that SAM will attract Spectrum owners who have yet to upgrade, but, in the long term, MGT will have to win the support of most of the maior software developers if its smart new micro is to survive. Further details from Miles Gordon



#### RIDE OF THE **FUTURE**



Innovative US company Walt Dis

ney is utilising outling edge computer graphic and simulator technologies in Body Wars, the latest attraction at the Walt Disney World theme park in Florida, USA, Body Wars is a collaboration between Wall Disney and Industrial Light and Mago - a dwison of Lucasilim which created the special effects for the Star Wars and Indiana Jones Info-

gies, Close Encounters of the Close Kind and ET. The ride is an fantastic voyage type journey through the mmune system of the human body, using Disney's newly developed theater-simulalor technology, where the

whole audience experiences a real physical sensation from sitling in the cinema and watching

### **AMIGA IS TV** STAR IN DENMARK

Danish TV has come up with what must be the ultimate Armiga game The game, Oswald The Polai Beiry , casts object is to jump between ice blocks while avoiding birds, must try to collect as many packages as possible. The number of packages you collect affects your score at the finish

"So," I hear you cry, 'what is so amazing about that? Well, what makes Oswald a little diflevent from the average Arriga game is that it is played on Salorday rights on National TV and viewed by thousands of people Unlike most game shows, the players do not even have to be ordinary push-bitton phone is used in place of the Joyshok The computer at the television by the players phone and converts them into movements. Obviously this won't work if you have a disliphone (a) any rate you'd have to be pretty suck with the index finger to manage with one!

The prize you receive depends on the number of pack ages you manage to collect. Of

Game addicts is the proportionly to have their skills admired by television viewers nabonivide Bad news for joystick walles

As lelecommunications and microcomputer technology become more sophisticated we are likely to see more applications of computer entertainment

on a larger scale Oswald the Polar Berry and Multi-User Games like MUD and Shades are pointing the way

the single gamei using his computer or console alone at home could soon become a thing of

### LOGOTRON WRIGHT OFF

Michael Heyward, the former Managing Director of Logotron, has bought the recreation division of the company. The new operation wif go under the name Lagotron Entertainmoni Limited but will be totally independent. The new company also has rights to the entire range of existing Logotron games. These include Xoi, (one of the first games to receive an ACE 900+ rating), Starray, and more recently. Archipelagos.

Eight new titles are planned for the coming year, together with specific titles for the anticipated

Herbert Wright, who was formerly publisher of the Logotron range, will not be playing a rôle in the new company. Wright took over as publisher shortly after the launch of Logotron's first game, Xor. and has been largely responsible for its success in the 16-bit market, and for making headway in the tough

American market Herbert is currently promobing the programming duo responsible for Starray, but he is keeping his fong term plans closely guarded for the moment. The education and business divisions of

Logotron have been sold to the Longman Group, making them the largest adricational software opor ation in Britain. The new group will be called, rather inventively we feel, Longman-Logotron, and will be marketing a product range made up from both com-

#### THE CHALLENGE

By splitting away from their parent company, to gel larger and larger and less and less independent. Although it is becoming more difficult for small independent operations to survive in what has increasingly become a cutthroat industry. Logotron have proved a worthy contender for the big boys with XOR being one of the first 900+ ACE-rated

Unfortunally there's no doubt that today's games are demanding more and more cash to get from the drawing board to the market. When CDI and other fabous-intensive media become more popular, the costs could put the small publishers out of hucuess allogether

#### **HELP AT** LAST FOR NINTENDO **ADDICTS**

Are you a Nintendo Owner who just can't slay away from your machine? Do you suffer from severe attacks of frustration because you find it impossible to finish Super Mano Bros? Then

help is at last at hand. A Nintendo helpine has been set no by Club Nintendo A Trained and helpful Game Counselfor will be on hand to help you with all your personal Nintendo problems. So il you're a little depressed because your player ennites all seem sucidal, why not give the helpline a call on 062 665500 for a technique or cheat to meet a little life into your game-

The Club Nintendo magazine is published every other month, and includes reviews, previews, readers fetters, and Hints and Tips You can subscribe free for a year by sending in the card richded with new Game Paks or by sending your name and address, along with your Nintendo's serial 30, Coventry CV1 38R

The existence of both the helpline and the club are signs of the growing popularity of Consoles in this country, and of the increased commitment within the industry to cultivating the revived console market

#### MUTE PC **OWNERS GET SOUND** FOR A PRICE

PC numers who are exasperated at the continuing lack of decent sound generation on even the newest PCs can achieve relief with the Games Blaster from Data Liberalion Limited. This nifty little add-on boasts no less than 12 stereo polyphonic voices, a 25 watt ampirher, and volume control It will connect to headphones, a stereo system or directly to speakers.

The unit is already supported by games from Serra On-Line, Efectronic Arts, Mediagenic, Cinemaware and Onen. As a taster, it comes supplied with a copy of Stoheed from Sierra On-Line.

Dedicated music software to drive the unit is available from Creative Labs, the designers of the module. This includes an intelligent prean program that is supplied with the package

The module comes as a half size expansion board for the VAT, and will be launched at the forthcoming PC Show Further details from Data Liberation Limit ed on 0983 864674 The markel for the Games

Blaster is going to consist almost entirely of PC owners who use their machines for entertainment. Il a company like Data Liberation can recognise the size and strength of such a market, then usn't il Irme that IBM opened its eves and began to recognise that the PC is no longer a micro exchswe to the business user, but has generaled a large following of other enthosiasts as well.

#### SPEAKEASY

Good news for software developers comes in the form of the AMT Speech Development System from Applied Microsystems Technology The SDS uses revolutionary software techniques to achieve a high rate of data compression without sacrificing the quality of the reproduction. The unit achieves a compression rate of 1% and a data rate of rust 2 kilgbits per second.

For those not technically minded, this means that it is possible to squeeze five minutes of speech into the amount of memory previously consumed by a mere three seconds using conventronal techniques. What's more, it still snunds recel

#### **DELUXE PAINT II ENHANCED FOR PC OWNERS**



Tutankhamun having a ball...

PC owners who use OPaint # from Electronic Arts can now los £30. If you do not yet own a version can be prichased for enhanced features sculpted colour losts, picture preview, a slide show routine so it might be better to try before you buy Details from

# TOO LATE FOR GAZZA?

Empire have come up with the most incredibly original game idea ever! A soccer simulation endorsed by one of the leading lights of the game Paul Gascolgne Only trouble is it's been

done so often before.

Empire have rather limitly said that they don't mind if you

don't support Spurs — you can still play Gazza's Super Soccer But whether there are any soc cer fams out there who still don't own a computer simulation remains to be seen if you're one of them, contact Empire on 0268-541126 for further mlor-



Psel Basceigne indulging in a little poet-geal playfu'ness'

The implications of a technique in the history and the pages software are amingring. Until now, when speech has appeared in eitherament soft ware, it has been either indicatesty in minute of in appointing quality. The SMS could very well be the first practical solution. The condy disadvariage is that the unit will see you beek \$2.500. Rich companies can contact AMT on 01.450.3222.

#### DRAGON USERS LEFT OUT IN THE COLD AGAIN

The 8-bit Micro show will be held at the Tamworth Arts Centre on the 25th November. The show calers for owners of the Commodore 64, 16, and +4, the Atarl

## OUT SOON FROM MIRRORSOFT

After an incredibly long development period, interphase is finally ready. The game is set in the future, a time when expenencing office people's dreams has become the equivalent of video

As a one-time professional dreamer you must enter the maintraine computer of the Corporation in an attempt to stop them enslaving the minds of the

The interior of the computer 928 is generated with super fast 3D

filed vector graphics that make Stargider look positively primitive. The game, in which you adjust security systems to allow your female companion to break with the Marifi wine belding also.

looks very playable.

A full review will be printed in next months issue, but from what we've seen so lar, interphase looks like a winner.

Details from Mirrorsoft on 01-928 1454



XL/XE, the BBC Micro and Electron, Spectrum, Onc, Amstrad CPC, MBX, and Einstein, As suitable Dragon owners have been forgotten about, not to mention filenous tech awners. But thirt's enough moraning from us we're pleased to hear that Bbit micros are stiff being supported at all.

There are still some spaces available at £25 for a 6 foot stand liplus £5 if you need a power point.) Contact Demont Betts at 8 Healey, Lakeside. Tarrivorth, Stalls, B77 287

#### AMIGA ANIMATIONS

A computer enumeton festival was half between August 26th and September 2nd by the Arriga Cenfrie, Scotland to concide with the Edinburgh International Festival The Edinburgh Lendres with the Edinburgh Entres were judged by Lendres Breen oil Middlesex Polytechnic. Jack Garrow of In Video Broadcast Ltd, and Nick Masters of TV Production Magazine.

The winners were Mark Wirt for Maggie Goes Green; Jonathon Grant (aged 9) for J's Pointers, Dieep Sharma for Royal Bank of Scotland Logo, and John Armstrong for Engine.

in addition there were three second category winners, and 11 other prize winners. The prizes were donated by ten companies associated with computers or animation.

Marin Lowe from the Aniga Central commented: We have seen some amazing talent within the Amiga community and look forward to neal years competition entries. The eshibition has attract ed a wide range of people, some who have never before seen computer armethor."

For further details concerning the festival contact Martin Lowe on 031 557 4242.

# THE ACE CHALLENGE

addressed A4 envelope Keep your fingers crossed.

and remember electronic enterfamment is THE watchword for the 1990's. As an ACE reades, you're right in the front time of the revolu-

IT'S NO MYTH

Here's the exclusive 16-bit screen-

nal and re-released products, selfing for a meagre £4 99 each. The 21 titles scheduled for immediate release include. Road Wars (ST/Amiga - the Amiga version is a specially enhanced version not newwysty released). Speedboat Assassin (ST/Amiga). California Golf (PC only), Kelly X (ST/Arraga) and Would Darts (ST Amera and PC). With the average high cost of 16-bit games, let's hope other software companies follow Vir-

The PC Engine, reported on this month's issue, the Konox Multi-Svs-Iem, the Amigii - even the Commodore 64 in its day - have all proved that imaginative hardware design can generate some truly great software.

All oil us who are dedicated to games playing must realise that we now sland on the threshold of a whole new age of computerised entertainment. Games are moving away from their old Space invader image and rito a new age of mass anneal

Right now, much of the attenbon is being paid to consoles, since these appear to deliver more Jechno-bangs per buck than the current range of 16-bit comouters. But it would be a great shame if the micro we all know and love were to disagoear and be replaced by small lumps of featureless plastic - however good the games are.

Hence the ACE Challenge A staggering £20,000 to be divided between the manufacturer of the ACE Challenge Machine (subject to certain conditions as outlined in the ACE Challenge Chartes - see below) and the programmer of the first ACE rated 900+ game to run on the new micro.

But it's not the money that's moortant - all the pound signs lell you is how much we're committed to seeing some red hot, games-dedicated hardware making its appearance on our sitting room Lables.

As an ACE reader, you'll doubliess be as committed to the future of computer entertainment as we are We don't want to manapolise the discussion - we want to involve you too. So if you want to contribute your own cants of view in ACE, either on the ACE Challenge itself, or on the subject of Advanced Computer Entertainment in general out pen to paper NOW and tell the world Well reserve a special section in the magazine each month for those of you who write in about the Chafenge, logether with your suggestions, cribcisms, and per hans even your own challenges! Well also keep you informed

entertanment technology Loday. You can also receive full details of the ACE Challenge itself in the Challenge Charter, a document that includes the full conditions under which the £20,000 becomes payable. These are out fined on the back page of the ACE. Challenge booklet (on the front cover of this issue - or write to us for a copy if yours is missing) but the Charter contains the full spec The Charter is available on

record and recent of a stamped.

to the ACE Challenge, whether

they he in hardware or software

Not only will we be pooling news

in the magazine, but we're offer

ing readers a chance to receive a

neusonal update - all you have to

do is send us a stamped, self

addussed envelope IA4 sizel

marked Challenge Update and

we'll send you an information

short as soon as we have some

thing to report. That way, you'll be

kept in touch with some of the

most exciting developments in

regarded C64 arcade adverture, Myth. Taking the role of a time traveling hero, you visit places hire Hell and Medusa's Caverns batting skelelons and four-headed Hydranis. Myth is a puzzle onenlated arcade game with the style and quality associated with Sys-Iem Three's other releases such as Last News Myth is available now for ST and Amiea and PC owners can also look lonward to a version for their machine, no release date as yet.

#### THE CHEAP-EST 16-BIT GAMES EVER!

Learling hudget software company Virgn/Masterfronc has taunched a startling new low cost 16-bit budgel label, 16 Birtz games are a combination of origi-



System Three's Myth - not to be confused with the Magnetic Scrolls adventure of the same name

#### **GET YOUR-**SELF A WALKING. TALKING PC ROBOT

What will those crazy Yanks think up next? The fatest peripheral for your trusty old PC is Newton, the intellment robol that can walk. talk, work, play, learn, leach and even make the teal This 32" high robot uses a sophisticated speech synthesis and recognition system allowing it to understand and acl on personal human instructions. Newton's internal control mechanics are controlled by an on-board microcomputer, with a PC providing the application programs. Newton also includes a built-in 300 baud modern for communication to the outside world Further details can be obtained from US developer SynPet on 0101 208 376 0303.





#### SUPERB FREE 'T' SHIRT

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#### THE BEAST IS AMONG US

This is it - A whole new dimension in computer games 50 frames per second arcade quality scroll 350 screens - 132 unique monsters 13 levels of parallax scrolling 900K of emotive music

900K of emotive music 2Mb of graphics compressed in two disks.

A TRULY MASSIVE GAME FOR THE AMIGA 500, 1000 & 2000

**PSYGNOSIS - GAMES PEOPLE PLAY** 

en Shots from the Amica version

AMIGA 534 95/ATARI ST CONING SOON

# **ACE LETTERS**

THE SOUHO OF MUSIC, THE JOY OF CONSOLES, THE FRUSTRA-TIONS OF FLIGHT SIMS ... YOU WROTE IT, WE PRINTED IT ...

#### FLY ME

I must confess that I bought my Alan ST for the sole purpose of flying Aircraft Simulations. There are plenty of them around at the moment, and no end of them wart ing in the wings, so you might think that I would be a happy armchair pilot. Sadly I'm not, and it's all to do with the variation is key-

Why can't the programmers standardise on a keyboard control system that is common to all simulators? If I press the "U" key on Combat Pilot, the F16 undercarriage comes up: on Falcon, I get yanked out of the cockpil for a salelite new of the arrualt. To gel the nodercamage up on Faicog. I have In press "G" for "Gear", if I do that on Combat Plot, I'm requesting a talk-down landing from the control lower (which is a bit embarassing when you've only just taken offs. It's all very confusing, and leads one to The conclusion that it's better to decide on one simulation and stick with it, rather than keep briving the new ones that come out and have to go through the process of learning a totally new selof commands.

The one Im sticking with is Combat Piol Its graphics aren't as good as Falcon, but it has an extra feature that wins hands down (or Head-Up as the Fighter Jocks would say) an option for two-roystick control. You just click on the computer graphic on the menu-screen, and select the opton Then, when you arrive all the cockpit screen, you simply unplug the mouse, and plug in a second lovsbok; and suddenly you have the throttle control in your left hand, where it should be, just lke a real aeropiane. You also have left and right rudder control on this stick whitst on the right hand stick you have the normal yaw and pitch directional controls The ability to change speed

with a flick of the left invistick is exceptionally useful in doglighting and ground attack, and saves fumbling for the "plus" and "minus" keys like you have to do when flying Falcon, rust as the Mig. 21 is about to blow you away So Take note, you future Fhight.

#### **PUMP UP THAT VOLUME!**

in some games for the computers with good soundchips? The Amiga

results of certain groups efforts to include modern music in games is sometimes dute stunning. So let's

Comonter

BLOOD MONEY: main theme	Amiga
SANXION: man thome	C64 lange
RENEGADE: loading music	CE4
SWORD OF SODAN man thema	Amiga
LED STORM: all themes	Amiga
SAVAGE: Stages 1 and 3	Arriga
HYBRIS: main theme	Arriga

R-TYPE: loading theme DATASTORM: man theme

A Jeffs, Braunton

sticks really is the only way to fly And it's the only way you're going to get this customer to climb into any new-langled cockpits.

M.G.Eustace, Cookridge

#### IINHAPPY

I would like to write a game in machine code but I have come across a problem I asked my coush who is a programmer to a large company to give me some assistance. He answered "Sorry I can't help you - I don't know how to do it", so I go lo my other cousin who is a programming expert for another company same reply. Next I go to a Irrend who has a list of qualifications relating to computing, I ask him

for help, again I sel the same answer as before. Funnity enough, I hough, all of these people have said to me that games programming is lai too simple and unrewarding - if this is the case how is it none of them could help me?

As I live in Birmingham (which

the instruction book and no help when asked for. I don't think I can stand much more of it. An Amstrad, a Com-

for sale very shortly Nieel Smith, Birmingham

Ray Norrish/Psympsis

P Van Der Valk/Discovery

modore and an Amiga could be Robert Lamb, Cottingham

#### We have two suggestions. (1) Change your address. PRIZE QUESTION (2) Change your toothpaste

I am writing to ask why you have nof vel printed the results of a couple of recent competitions, ie Cinemaware/PC, Radio Ace competitions. I am aware of the recent take-over by EMAP but please could you point the results soon?

When you were running the Ace card competition you said you would do something similar in the future so when do you think you will do it?

I think that when you print screenshols on any pame vota should also print what graphic versions they are. Please could you bring back Ace On The Road.

Edwin Birch, Dallington

forfell my project.

#### DESPERATE

is the worst any to become inter-

ested in games programming) I

have no way of getting any help

with my problem therefore I must

Software houses must be under the impression that they can treat the buyer with absolute contempt. They keep us waiting for months on end for their product, they do not reply to any queries, and they never supply any helpful hints about their games. If annoys me to see page after page of bps and pokes from readers when in lact, these should be supplied by the software house

I have an absolute string of A and O levels but I also have a string of games which defied conpleton. No help from the software house however, no help from

Simulation Programmers, two joy-14 Advanced Computer Entertairment

All the prize winners are named in this issue - check the Pink Pages for details. ACE On The Road will continue to appear on an oregular basis, whenever we wist someone interesting enough to write about Stand by for reports from more British software houses, as well as America and Japan As for the ACF Card. we will be replacing this with a new competition, to be run monthly. It's called the Final Verdict, and you can find out more about if on page 132 - The Final Verdict starts next month - don't

#### AN APPLE A

As an Applie II ower more specifically the IBS II find it desapposing that magazines in the UK more often them not amony ignore the Computer's existence. There are over 550 Applie II gaines currently availabile (many of which have been reviewed in ACE), with over 100 Applie IGS specific international programs and Dungeon Master. Your lack of refer size in these computers when courseling as Netheas Box is sur-conspiling. A Netheas Box is sur-conspiling.

The Apple II has been around in various forms since the late 70's, and despite Apple UK's apparard lack of interest, the ligs, introduced in 1986, is still available from authorised dealers. The 658f6 based 16-bit ligs is a capable computer. Features Include 4096 calours. 640x200 resolution RGB output, standard Apple Desktop Interface (Mac style WIMPst, BMB Internal RAM expansion, 1Mb ROM expansion, 7 expansion slots, and penpherals (keyboard, risk drives, midi etc.) freely interchangeable with those

enice to your MUSIC senest the ISS has a but in Ersonic Thightal Costilator Chil's as used in the Minage Music Synthesizer with 30 paired oscilators producing 15 sound channels. An Analogue-Diglial converter is also available on the Eissonic device, not to mention SRA of disclosited sound RAM. Surely saldless worthy of membor in your Misics articles [please note Misics and the surely saldless and Misics and saldless and Misics and

As for music/sound lwith ref-

The IGS may not be as popular in the UK as in the United States, but a home computer with these features should not be ignored for forgother) by a magazine desicated to Advanced Computer Entertainment.

Dr. K. Kishimoto, WithIngton

#### **CONSOLES MATTER**

When I opened Ace Issue 24 I was overpoyed to read a letter from a fellow Sego user. (Thanks ctwor.) against the control of the Ampa and ST users because they think they are cheep and hasty, but people like me have sport £1050 on our segas, burying games like Aftered Bead, and Shroob, which Ampa and ST meric call get yell (six City seed). Score have \$850 at Ampa. 25% set 0.

Bull liver is a problem for us Sega owners and that is that the games cost between £15 and to around £45. And the Amaga and ST games differ more Seca. 1. Amile STs. 1.

Heres another one for the Segar the actual consoles/computer costs about 1/5 of the Amiga and 1/4 of the ST

Sega 2 Amiga 1
But here's a few more points for the Amiga and ST's. They are 16 Bit and they have got better sound.

and graphres: Final Score Sega 2 Amiga ST's 3

So who cares? we love our Segas

#### Chris Blowss, Enfield

If ody the elooks subject was as simple as footbold, we could all lot up the scores, make our boying decisions and so like happly ever after. But in reality it can take that all all blookes offer once of the computing applications versafilly of composers. but no file other hand the new range of composers (Konx, Eagnet, 16-bit Segal are belty for make most current home mosts look a little worldly on the acceler front. There's only one relabled decision, get both a complex ANO a composer.

I am thinking of buying a console. First I thought about buying a good old Sega Master System then throught if was aroung for the Sega Meadente Decisive I wanted a 16 bit, but I didn't want an Arraga or an ST because III do is play games on it, but what I didn't lo know is:

1. When all this Charle Meaden I was the Charles I wanted to the I because I wanted I want I wanted I wan

When will the begar Magadrave be issuncted officially in British and how much will 4 cost?

How much will Sega Megadrave games cost when officially launched over here?

no near 3. I heard that there was a special converter for the Migadrive which enabled you to play old sega games on the megadrive is this true and if so does this mean that when played on the megadrive lifely have 16.

bit graphics and sound.

4 Will old Sega games like Outhun and Afterbrines be available on the Megadivie.

5 Whall is all this PAL and SCART that leters pooping up in adverts for the PC Engine and Sega T

#### megaanve Staphen O'Brian, London

There is an official banch disk get but dishboles Virgo rection it will be in the Trial quantal rived year, but probably not before March. This would seem to indicate around May 1990. The prote of the panies has get to be fixed but the face in this legs will not be more than current Siegal biles. The convertient once must, all less to Virgo Mail disk, all knowless the Lift has yet iden a sample. The Best gaines will not in their Siegal billing that the second seems of the second seco

Finally, PRI, and SCAPT refer to addo data standards and compatibitiny. A PAL output will drive any UK color \*FV, whereas SCAPT outputs to monators, although some UK 17% also have a SCAPT adaptor. You should bewere of buying, gray imported versions of the Megadinie or the PC Engine since the qualities of which the PC Engine since the qualities of the PC Engine since the position of the PC Engine since the position of the PC Engine since the qualities of the PC Engine since the pC Engine since the qualities of the PC Engine since the pC Engi

ACE is currently reviewing its policy on other machine formals. See next month's assue for the result. We think you'd be pleased.

#### GLOWING TRIBUTE TO RISING SUN

I feel I mest complex about your review of Lords of the Rising Sun in the June risise

I have played the game for 8 hours, and the following day 7 hours I lost. But I was completely held by this great game. What other game can keep your interest to 8 thours? And you still want to play it afferments.

I say well done to Cine-

mawere, who always produce farlastic Arniga software - The Only Ones who produce software always worth buying

### S. Hayward, Bournemouth How much did they pay you?

#### B-BIT BEANO

I'm not going to talk about software pracy, ST vs Amiga, Censor ship etc.

What if if told you that on Neverther 26th the '8 Bit Micro Show is to be held in Tarmworth, Yes, that's right No 16 bit machines allowed The following can attend: C64, c16/+4, MSX, CPC,

Spectrum, BBC/Electron etc . Entrance is 750 per person which includes freebles, a free draw to win an Afari 65/ER, and don't forget all those stands with bargain priced games, psysticks, new software op and running, etc. Maps are available with bookings to the address below:

D. Betts, 8, Heeley, Lakeside, Tarmeorth, Staffs, 877 2RF.

#### BBS BABY

I have started a naw BBS running of an ID40 ST specifically among all the ST. I would appreciate it if any Modern users out there would log on and leave some leedback mail about discussion areas they would like to see, help lines they think may be useful etc.

The name of the BBS is the Taivern, it runs on V21/23 modes, Advanced Computer Entertainment 1.5

#### **CRACKED?**

live in Holland and, as you may or may not know, almost every computer hobbyest in my country gets all his (cracked) software for fine. When I bought my first computer (C644) thought my and a normal situation, but as I began to rend English magazines I discovered

different Listen to this amendate.

A fraind of me who side owned a C-64 at that three, went on holding for the English course. He brought his companie with him including about 2000 craceter sharehested fish course, who was a C-64 owner star, was very bestied to see the controvus amount of contrainer. My entire offerend to copy at the Listenant he washed, where the contrainer was a companies of the contrainer. We have defined to copy at the Listenant he washed, where the contrainer was the contrainer to provide the contrainer. We have the contrainer to the provide that already contrained some the provided that the contrainer to the co

the games anymore. And the disks that already contained some copied stuff? Guess what he did with them. Yes, he cleared them all I don't know what you brish of this cours is behaviour, but we Dutch people find it (a bit) wend, I really do not know anybody in Holland land I'm really not only listing about finetists, but computer owners from all over the countryl who would act like he had.

Summermes I really see pily for all floore gamers who can only lay about law or three sites a most wide pan or there welleds. Not see, revealedys I own an Armey 500, and first undescribably happy with it d'i'm a commont so some subserblo but I sait regold it would have our bhased it il wasn't able to get all my software for three lands on brink my learners — believe me everybody in Holdand so brink my learners — believe me everybody to heldand. Between the intent, all you know that there of my limitatio Sought in an Anga 500 last bosome for you read only only software for the sought of the common source of the source of the

Rehips you already know, but let me tell you this. I possess almost 200 of the tatest software titles, that means all big that the you review in your may 1. I guess you are not very pleased to heart, but that's just the way lings are in Holland. You know that people consider me crany if I go to the slore and purchase some soft-

#### Eddy Borremans, Holland

Ucbrahastly related son't the only country to take this introduction, one are about meast in many offer European countries, with Orecce and fault being habracies) another to solve a property disciple the attacks in surprivate of the association of the area of the association of

As a deficially games player. I have become so disquisted with the state of curries of boshem this left in most in the state of curries of boshem this left in most in the early the state. Heaville been so the games facent state those easy the state of and uses 8-1 formal. The number is 01-881 9799 and is availsible from 9pm to 6am Mondays to Salambays.

Paul Baker, Wood Green,

# Green, London ACE PRINTER

After playing Populous on my Amiga 1000 times i gladly send you all the codes for all the levels I have printed them out on my colour piniter and stuck them on a card especially for you

We believe that the solution may be to ..ei .get it mended.

Er. Lim, Contact your dealer, or

#### Zafar Bhatti, Hounslow

We were very impressed by the print out, Zefar. We were even more impressed by the printer's appared abuty to print out – on the reverse side of the paper – a page from another magazine.

#### VIOLENCE

I have recently discovered that if a grant really among's you then a sample solution is to take it out of the disk driver and make some weered gradient process at it if a doing this seems prettable to you then you are probably a but of a smarring person. If anyone out there is stupped and thinks find disk, then they should come and see me so I can fall punish their student faces and did give them a good still look until the real.

#### Jimbo Corleone, Coventry

The weirdo growing noises make perfect sense to us, though we find that short, sharp yapping sounds work better. However, our psychiatrist was distribed by the level of volence implicit in the lotter half of your letter, Soek assistance.

#### KICK OFF

After the success of Kick Off on ST, Amiga, and C54 (and the Spectrum version currently being released), we've decided to take the plunge and produce Kick Off

We thought it would set a nice precedent, intrevert, if — instead of simply going shead and producing the gome to our own specifications— we asked current players of Kick Off to send us their suggestions for teatures that could be included in the new

game.

If you've played Kick OH and have some ideas to gameplay or presentation that you'd like to see included in the new game, drop us a line at Anco, Unit 10, Burnham Trading Estate, Lawson Road, Dartford, Rent, DAT 58H.

Anii Gupta, Anco Software Ltd

### WHATEVER HAP-

Whatever happened to Superior's Conqueror, which was being converted to the Amiga and ST from the Archimedes in June 18876.

the Archimedes in June '88's
Also what happened to Linel's
Dragonslayer, which was advertised to be released for the Amiga

In January 1989?

A.Jeffs, Breunton

Dragonslayer has been 'delayed' but is on its way As for conqueroi... we were unable to contacl Superior at the time going to press, but we'll keep you informed.

#### **ARCHIE BARGIE**

I we found a company who are producing a whole range of software for the Arche, including games resembling OutRun and After-Burner The company is named Carnionage International Software. tel 01-278 6622. The company plans about 25 products by December. These also include conversions of Dangeon Master and other popular games, This software will surely help bone the Archie into the limelight, Lastly, thanks for a super mag - the Archie seems to be crooping slowby sito ACE more and more frequently...

#### K. Pardesi, London

Other machine owners can lake comfort from the fact that all teles will be converted for most possible formats.

#### AMIGA MYSTERY

After playing Xybots, I powered off my Amiga for 35 seconds as normal Switching it back on again I was mel with a dull grey screen and that was it.

Can you help? My Amiga won't work properly, refusing information from disks and sometimes never coming on at all.

# Wiz (no address supplied) PS I wrote to you because you're the only stelligent mag around.

As the only intelligent mag around, we have decided, after lengthy discussion, that your computer is possibly...broken



Play the BEST soccer simulation. Blistering Page - Pixel Perfect Passing Unique twility to design your own T

Over 1000 players in the league. It with a unique combination of with a unique transfer market.

A lively transfer for the

Facility to focus camera on any plant of the field. Have a hard loo a player on the transfer a player on the transfer. Load and Save game fac

tournar



Fring Back The Glory Days. That's the brief of the nawly appointed PLAYER MANAGER, an International class

#### LAYING SKILLS OF THE MANAGE

This part of the game is a refined varsion of the KICK OFF, rataining it's pace, flavour and the universally acclaimed game play. Play in your position or control the nearest player. The first option combined with a tailor made tactics can play havoc in the opposition goal mouth.

#### MANAGERIAL SKILLS

Divising winning tactics, acquiring players with right skills from the Transfer market and selecting a team with the right balance is the test of the Managerial skills. He must aim to get promotion as quickly as possible while he can still influence the results as a playar and before the age starts to effect his pace and stamina. When to hang his boots up is the toughest decision he has to make.

Four well proven tactics are provided to suit most situa-tions but you can design your own tactics. The pitch is divided in blocks. Place the ball in a block and move the players to the required position. Repeat the process for each block. See the tactics in action using the Ray Trace

er a thousand players in the four division league wer a thousand players in the four division league ash player with a unique combination of the follow-ing attributes: SHOOTING ACCURACY, PASSING CCURACY, PACE, STAMINA, APPLICATION, AGG-IESSION, HEIGHT and TACKLING SKILL.

These attributes are influenced by the player's Age, Montal and Physical Dextenty, Quality of Experience, Weight, Temperament and Morale. There are several other factors such as injury, disciplinary points, unsuitable playing position which influence a player's

its of other factors like referees, injuries, disciplinary problems, team morale etc. can lay to waste the best lair of a minager. The PLAYER MANAGER brings everyday restities of a Manager's life, his talents as a manager of a placer into a there ECQLES. THE FOORES IS ON YOU.

#### AMIGA - ATARI ST £19.95

CBM 64 - SPECTRUM - AMSTRAD £9.95 (Cassette) £14.95 (Disc) Sylvid

SOFTWAN ELTD. UNIT 10, BURNHAM TRI DING ESTATE, LAWSON ROAD, ARTFORD, KENT. Mail Order by Cheque, Postal Order, ACCESS or VISA. ilaphone No.: 0322 92513/92518.

# COMING SOON

OLD GROPER GETS HIS GRUBBY MITTS ON MORE GOODIES ...

Old Groper's back with another sackful of autumnal goodies. ready to sort out the hots shots from the lame shots. Here's his report on the latest offerings for your favourite machines, and as he's in a generous mood there are a couple of snszzy screenshots for you to drool over. Enjoy...

US Gold have been very busy recently grabbing stars from the big screen and putting them onto your monitor If you thought the type surrounding the latest Indiana Jones game was a bil over done then you an't seen nothing yet US Gold's describe their latest personality scoop as having the biggest selfing album of all time, winning B grammys, 7 American Music awards, 4 American Video awards, and the BPI award for best international artist

No, it's not Roland Rat, it's none other than big, bad Wacko Jacko Before you get too excited, the game has nothing whatsoever to do with oxygen tents, pet chimparizees, or bad nose jobs, Instead d is based on Michael Jackson's first film. Moonwalker If you haven't seen the film then you'll probably want to know that the story involves the rescue



of Michael's good friends from the diabolical

gains 'amazing powers of transformation'

(much cheaper than using a plastic surgeon)".

Michael uses his powers to defeal the evil Mr.

Big and his herichmen and rescue his friends,

With the passing of a shooting star Michael

homes in on the key to success in Moonwalker the same, coming soon from U# Gold.

Left: Shimmying out of a apot of bother Michael etrute his stuff in the original Moon week or film

him in the leather gear)

chapesses down at USG are also making good use of their TSR Income Over con year after its launch on the C64 and PC, the Advanced Dungeons & Dragons game. Pool of Radiance is to be released for the ST. Amiga. and Mac. USG are convinced that the new releases will take workloade sales of the

also managing to find time

for the odd song or two! US Gold tell us that the rescue

of Michael's lodnapped

finends combined with the astonishing transformation,

battle and chase sequences

make Moonwalker an ideal trile for conversion into a

home computer game

Moonwalker can be expect-

ed on all formats in Mid-November Hmm... should

be fun. Gropey awarts the results with interest.

The chappies

game through the quarter million barner. Well done US Gold, that's two achievements with one product. The biggest selling Computer RPG, with the longest release schedule! The Pool of Radiance (due in October) release is to be closely followed by Hylstar (November). For tunately AD&D fans will not have to wait as long for the next game in the series. Dragons of Flame. This game, set in the Dragonlance Universe, gives you the chance to take part in the quest of the 'Companions of the Lance' as they

#### ADVENTURE FOR MANIACS

Mr. Big.

Fresh from Lucashin Games, who recently brought us indy. The Graphic Adventure, is a rather more maraines Fred, Unlike conventional adventure games Maniac Mansion is completely mouse driven, so there is no fedicus typing. There are seven different characters for the player to control, each with their own distinctive talents and per sonaitaes. Lucastilir.

promise that the game will be equally appealing to both seasoned adventurers and novices. Since it is spread over 50 rooms. containing 450 different objects it should certainly keep even the guickest adventurer happy US Gold are distributing the 16-bit versions of the game, which will be available in late September Also due soon from Lucasfilm is Battle of Britain, the game which seeks to recreate the RAP's finest hour.If should be available in November.







are there's a sting in this tale!

continue their fight to save Krynn from domina tion by Takhisis, the Queen of Darkness. Dragons of Flame will be out late October for 16-bit machines, while R-hit owners can expect to see it late November

#### FIVE TO DRIVE

Due out in November for the Amiga Iwith an ST version to follow six weeks on) is Drivin' Force, the latest game from Digital Magic Software. No ordinary driving game this it provides you with no less than 5 different vehicles to race These are a truck, a Formula one car, a bike, a

The Drivin' Force of seltwarc? Digital Magic Software get Ineids the gas

common or garden car, and a buggy. There is even a jet-ski bonns leve? Amiga owners will be pleased to learn that the game has been developed on that machine. DMS tell us that this results in better versions for both the Arriga and the ST. The game will retail for £24 95 on the Amega and £19 95 on the ST Above is a nice piccy of the driving force behind Drivin' Force, although I'm sure you would much rather look at the game instead

#### **BITS 'N' PIECES**



Darius from The Edgs. It euro sin't au outs un Garfield, which should please rcade sheet em us addicts.

#### **OUTLAW SHOOTS 'EM UP**

Outlaw Productions Shopi-em-up Construction Kil is coming for the ST soon. This STOS it allows the construction of stand alone shoot-emus which can be freely distributed to friends (or spitware houses, although don't expect to see too many SEUCK prod able in October/November priced £29.99



Vinen Mastertronic continues its support of the Sega system with the release of two more games, Casino Games (£24.95, November). and Wanted (£19.95, December). Also due soon from Virgin is Double Dragon If, due on November 11th for the PC (£24 95), ST and Arraga (£19.99), Spectrum +3, C64 disk, and CPC 6128 (£14 99), and Spectrum, C64, and

The Edge are currently hard at work or Peanuts featuring lovable old Snoopy and the conversion of the aicade sensation Danius. The latter features the largest sprites ever seen in a computer game. In lact some of them are so large they won't fit on the screen! Make of thirt what you will Both programs will be shown at the PC Show Speaking of which... see you all

#### **ACTIVISION IN POLE POSITION?**

falled to come across Sega's superh game Power Drift. For the benefit of those that haves't, it is a fast 3D racing game that knocks spots off Out Run. Old Groper certainveteran programmer ZZKJ, who was previously responsible for the Super Hang On. Power Drift should be out on all major formats in









28 first class, specially selected titles, including 6, state-of-the-art coin-op conversions, THE world's greatest boxing simulation, 4 hit film and television inspired games, the computer version of

the most played board game, the longest running chart entry to date, 8 Gallup chart number one's and, just for good measure, 2 of the very best driving simulations ever released??

#### A: IN THE "THRILLTIME" COLLECTION OF COURSE!!

Probably the most attractive buy this year, the "THRILLTIME" collections are lavishly packaged in unique collector boxes and mastered onto premium quality Gold and Platinum cassettes. Each title is

recorded on to its own, individual cassette/disk side (for maximum reliability and longevity) and is fully documented in the detailed instruction booklet enclosed in each package. And, if this was not enough, every "THRILLTIME" collection contains a special leisurewear offer (see opposite for details).

SYSTEMS LTD., ANCHOR HOUSE, ANCHOR ROAD, AUDRIDGE, WALSALL, WEST MIDLANDS, ENGLAND WS9 8PW

# PLUG 'EM IN

PLUG IN PCB EXTENSIONS - AND PLUG 'EM IN VIOLENCE FIGHT...

Last month we talked about tha coat of allicon in general and how Sega had invented ita

System 24 to try and rationalise things - keeping the same hardware in the box and only changing the software. Capcom, another major Japanese based company, have tried a slightly

different tack with their advanced CP System Board.

part from being a very highly spaced out board, the CP system approaches the problem al obsolescence from another viewport, being a halfway house between completely soft on one hand (ike System 24, with disk loading) and being completely hard-wired, like a conventional PCB

Although the whole of the system is hardword it is made up of interlocking mother boards - so it you wanted to change the output game of a board, in theory you would just replace the necessary sections, rather then haaving to invest in a completely new board.

This is particularly useful for Capcom, as CP Boards are not cheap - hardly surprising as the company threw milions of dollars and a lot of time into the whole project.

Like many of the newer high-end boards, the CP has got 2 68000's chuzging away

custom-designed, very highly integrated chips, that make it reelly by. Capcomn is, understandably, relectant to reveal more.

Games on the system so far however, see below, are all technologically outstanding in then own ways, but other than Strider have shown little originality of gameplay. But it's only a matter of time before the Capcom technicians come up with something that makes the new system really shine - and that'd be guaranleed to blow away almost anything any other board could deliver at present.

inside, but the real mystery of the thing is two



e list of current gemes (ha) use the CP System Board. If you spot a cabinet running one of these in your local arcade, keep an eye on il - sooner or leter enother game is liable to spring up on the system, and chances are that Cancom will be developing some particularly strong

Forgotten Worlds - Graphic tour de force. but a non-standard control system limited its appeal to arcade operators and so its overall numbers in the field

Dynasty Wars - The subject matter (oriental heros scything through armies of cannon fodder) is a little to elien to Westernere, but the game itself has some nice, if unspec tacular, touches.

Stnder - Most innovative of the CP games. with artificial gravity fields injecting much needed novelty into this combat jumpylumpy.

Willow Licenced from the movie and no relation to the little known Mindscape home. format groduct. Another combat jumovillimpy with high graphic content

U.H. Squadron - latest release on the system, a left-right scrolling shoeter, in the mould of Silkworm. Overtiv superfilet gamestay - but I bet it's get see

itself a megs hit both an home formats by Elite and in





#### **CUE BRICK**

HT ...

aards

2424

15 bwo

chips

Y, see

n sa

have

עורם צ

echry

other

Confused? I was Incentive bought out a tile variant game on home format about 3 years ago and now a smalar thing has turned up on componion Konams.

Cue Brick's another

attempt by the comop business to come up with a successor to Televis - shift report edly going strong in the arcodes of Asia, it's well molemented and a pleasant change for the "disenginge frontal lobes" jobs, but it's not inturbe enough to make the same impact as Tefris.



Visionce Figi

#### VIOLENCE FIGHT

What else can they do to beat/em-ups? Make the sprites even bigger, their's what Corrent award for huge spriles goes to Tarto's Wio-lance Fight — which also boasts a complex array of moves, choice of character at the



start of the game and painfully realistic punching sounds. Combine this with the "punch it" control system that was experimentally used on Street Fighter – and the experience would almost be like going to air England match.

When the punchy version of Street Fighter first appeared in Japan, there were stones of elderly gentlement expring with heart failure as the aggressive instructs of a lifetime suddenly poured out and were unleashed upon the innocent mischine. You have been we'red...

#### **OMEGA FIGHTER**

There will always be games around like Oracga Fighter – from minor league UPL. Vertical scroll, auto fire and biflions of sprites – Lake me to the funny farm, Daddy.

Auto fire on with issers, auto off with higher brain functions, you soft focus just in front of the screen so you can take the whole of the rea in at one time and get on with the processing required to plot the likely part of enemy sprites and bullets, taking the impropriate evisives action.

Total synthesis with the mechine - the wid

Omoga Fighter

#### GAWP AT AWPS

Like any other area of ni-tee, vids have their own Trade is gron that can sem very contraining to the outsider, is that generally one of the set of the outsider, is that generally one of the trade is the PCPS From now on, will run a regular column letting you in on some of the trade terms and secreta. This month – how to tell your AWP's from your SWP's.

Pisy 'am one evening and you might come out on top, play 'em every evening of your tile and you may be amused but you'll cartainly be out of pocker.

One jump throp about us UK AWPleads Fivits can quite wasly be programed to work on a normal TV screan and many are in the US; in the UK, howevce, video full machines are not popular it seems that UK puniers links that as long as there are micharical tots under the AWP's here as a chance they can best the odds SUCKERSHIM

SWF - now this is more up my strear - Skill with Praze - Their catagory of machine being presently dominated by Trivia SWP's of vanous types. Pul your money in and -assuming hely too have e brain his size of a planet - you can waik away with a terror. And because it's all skill, the opening of doesn't need a garrung licence to run it cest, all?

Nest, besuse if the programming and design of the machine is sophisticated anough you can make sure that ethough its theoretically possible to get senious dosh out of the germs, you'd here to be a clerivoyant with the reactions of Bruce Lee to do if!

One perticular non-times SWP that is hit recently is a hi-tec version of the old card sharp's trick — Find the Lady. Four obettorn-to 'cards' are taid out before you and tipped over very quickly. When they stop you have to select which one was the last to be turned over.

Theoretically this is a skift-based game, but when the floping gets to be sufficiently last, the game becomes a straight-forward surkey shoot! This is because vision persistence (the tendency of the egy — which makes image animation possible — for retain an image for 10th second; series to see in earlier to most morates it is simply not possible to tell which card was filipped when Noca Idia — and no gaming floance needed here were the present of the p





Actual C.64 Screenshots

# FUTURE MARS

TIME TRAVELLERS















NEC's blockbusiting PC Engine has been re-engineered by a British company to produce a fully-operational UK version. Classic arcade action is now only £199 pounds away!

he PC Engine has been driving up the adrenalin levels of committed gamesolayers for almost two years. Now, all last, you can gel your mils on a neat little UK conversion that really delivers the goods.

News of the Engine didn't filter through to Britain from Japan until rust over a year ago, and smce then there have been a number of unauthoused imports of varying degrees of quality People have snapped them up, however - the system's lech specs were pretty impressive when the machine appeared, although the unit faces lough goposition from the Sega Megadrive (due here next

which are technically

We are desperate to promote the PC Engine the way it should be...as a fully-functional equivalent of NEC's blockbusting Japanese version. If NEC were to do it themselves. we'd be delighted to support it, but in the meentime the PC Engine Plus has to be the only elternative for the UK games Easter) and the vet-toenthuslast. appear Konot, both of

superior. However, it's the games that have got the boys clamouning for Engines For some reason, the NEC mechine has generated some superb titles - probably something to do with its success in Japan - and the range of soft ware, combined with the Technical excellence of the games, makes the machine a very attractive proposition.

But there is a problem. The only Engines on sale in this country have been Japanese imports. These machines expect not only a different power supply, but also a different (NTSC) TV system to output through. Dealers have gol morad this problem by adding on various dongles that convert the UK mans voltage to the regured levels and outpnl a proper PAL TV slignal .

Al least, that s what the dongles are meant to do. The trouble is that all too often they are of mienor quality and degrade the performance of the machine

The resulting problems all bit the machine right where it hurts on the gamesplaying front (see the Engine Trouble panel on this pagel.

Enter Mention and Active Sales & Mai keting James Dexter of Mention reckoned the PC Engine deserved a better showing in the UK and lorether with Active's Robert Stalkbrass they sel about producing a machine that would give UK gamesplayers the true Engine experience. importing units from Japan, they've re-engineered them and lurned out something they call the PC Engine Plus.

doesn't have the official blessing of NEC, the Plus gives you everything you'd expect from an authorised UK Engine Mention have, aided by Werwick Electronics' Mike Phillips, provided a quality power supply and - most importantly m-engineered the TV output and made allerations to the case that ensure the Engine blasts away to its full potential. The result is a neat little unit that will accept all the official peopherais (many other UK versions can't because you have to plug in a PAL booster! and - most importantly - delivers a needle sharp display And it costs £199.99, cheaper than many less impressive offenings.

ARCADE MANIA

James Dexter

James Dealer of Membon Technical Services is nothing if not an arcade freak. Hot on the heels

#### SYSTEM SUPPORT

As the console scene begins to hol up, the contention between the PC Engine and the Sega 16 bit Megedrive grows by the day Although neither machine is officially available in this country there are e great deal of suppliers elready selling both Assuming theil yon've already decided to add a console to your collection, and that a Nintendo or a Konix la not for you, should you rev an Engine or dove a Mecadove?

The deciding factors have to be support and software. The Megedilve is likely to be lenniched officially by Virgin In this country around Easter 1990 Virgin have already given a good deal of support to the Sega Mastersystem and will doubtless continue the tradition with the Megadrive. You can expect a sleady release of software end perhaps even a regular magazine to back up your pur-

The NEC PC Engine is a more doubt ful prospect on the support side. NEC themselves have still not decided whether to support the European market or not, and this long delay would seem to Indicale that the company is more interested in Japan and the USA than in Europe If this is the case, we can hardly expect much support from them even if They do officially release the product here The same thing happened with the Nintendo which - although tofficially leunched here some time ago has had a very chequered history and is only now getting enything like the support it needs

The PC Engine Plus, elthough an excellent product, is still an 'unauthouse Import and the companies producing it are unlikely to be able to ship meny units. In some respects this may help on the support side - you're more likely to get individual attention - but in the long term it means that the machine is unlikely to achieve the sales needed for widespread grass-roots support, dedicated magazines, and so on

# **ENGINE TROUBLE**

Typical problems expensions with unauthorised PC Engine's in the UK are generally caused by either an unreliable power snpply or a poor quality modulator

The basic system requires an input from the power sapply of around 9 to 10 volts. How ever, many supplies tested by Mention were actually outputting as much as 12 or 13 volts.

The first thing that happens is that the Engine's regulator, which receives this current and outputs it at a steady 5 volts, begins to overheal and drive out more current. This in turn affects the modulator, which itself begins to overheat and send more current to the display - and at this point you really begin to notice it. For exemple, the PC Engine can display 16 colours at once and change those colours very repidly, giving the effect in a game of heving a very large colour capability. This is often need on, say, large end of-level all ons where the programmer might draw upon several different shedes "from the red area of the palette to produce e delicately shaded beastle.

Unfortunately, rod just has to be one of the areas of the display spectrum most affected by current fluctuation, and instead of delicate shades, with an overheating modulator, all you're likely to get are smudgy pink or smudgy red, or smudgy white. Not only that, but 'vision buzz' can sel in, with the image quivering in sync with the soundtrack. Not very attractive. And then there are associated problems of a 'rolling' display, or or other subtle scroling effects that weren't exectly what the programmer intended

Any PC Engine sold in the UK (since NEC have yet to produce a proper Euro-version) is going to have to tackle these problems. The PC Engine Plns has certainly succeeded better than most - and without any dongles. The quality of the display is excellent and thu unit doesn't overheat. Definitely a good buy for Engine freaks and game enthusiasts alike of the PC Engine Plns will be an extraordinary beast called the Personal Arcade Plus, This IIItie number (big number, actually) gives you a complete com-op look-alike arcade machine m your own home - all you do is plug in your Sega. Nintendo, PC Engris, or Alan console and the inbuil circuity takes over, giving you a nice little blashing comer in the sitting room Doubtless. The enterprising puriters will fit their own can slots and call the neighbours round Mention also distribute imported Sega

Megadrives, claiming them to be the only models fully compatible with the Genesis software range and with future UK software (to be released when Virgin faunch Their version next

year)

# PC ENGINE VS MEGADRIVE

G amepower is what it's all about, so, you'll probable of support altogether (see pairel opposite) and make your deposited and make your deposited and make your deposited and make of the sprite movements in Alien Chairson of Thompson. A man (or a woman) after our own hearts.

The PC Engine already has an extensive softmare base, an extensive softmare base, compared to the modest amount of titles available for the Megadinue, but is qualify more important than quantity? Sign obviously don't be for they don't seem to think of the Engine as a great threat since they have allowed versions of some of their own titles to be some of their own titles to be

released for it, a rare concession
in the console world where the
usual rule is 'my machine, my games, and
everyone keep off'
Sega's Space Harmer — the hugely suc-

cessful 30 shool-emup – has been converted for a greal many machines but the PC Engine version is closest to the arcade original. The scroling is beautifully smooth and the speed of some levels is postively nerve racking. The graphics are almost identical to the coin op and all the levels are present.

The sound on Space Harrer, however, is guite poor compared to other tides on the Engine and although all the speech is there, none oil it is intelligible if you now look all the Megadine, however, you'll hind that Sega have chosen not to release Space Harrer at all, but relead have created Space Harrer at all, but relead have created Space Harrer 2.

institution and the control space, in a final many in the first game which shows a shall the Higgstens can do is Grouds and Ghosts, a conversion of Goccosin, and control should be shall be sha

April 9

time in

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FDOTS.

Und

Sega

The PC Engine may not be able to beat the Megadrive in the platform game stakes, but it does have the best shootem-up you can buy, in the shape of Gunhead Gunhead is a vertical blast with the most awestome array of weapons.



the same vein ee the eriginel es fer es geme play le concerned, where the similarity ends. The graphics and speed would put the coin op origi nel to shome. Even really huge opritee olide sroued the screen without elewing down, inevine nething to most imeressive game of its kind, it herdly stretches the Megadrive to ite limite and se good so it may he, it is only likely to attract fore of the oneinel.

You can't buy a Konix (yet), you want something beelier than a Nintendo, and you're a games connoisseur. In fact, you're a fussy, allen-bashing so and-so. Which games powerhouse should you go for?

seen in a game. There are one extremely long levels, each containing guardians which must be defeated if you are to progress any further.

Although Gunhead is a touch on the easy side, it is never bothing since the public is always tast and funous. However, if the ease of play does not appeal it is also the only game I know of with a cheal mode that makes the game more difficult.



Chevis and Chesis on the Magadrive

To declare one of these machines superior, would be difficult and misleading. The Megadiwe is the more bethincally advanced, but the software and peripheral support is relatively poor. The PC Engine, on the other hand, has a large range of software available and peripherals which include the already popular OD ROM dialyer.

Which of the two consoles to buy is a mat. Item of preference and palence. If you are fooking for a high quality range of top class soft ware, you would have to oot for the established PC Engine However, if you are willing to hold oid for a few morths until the Sega releases become more feequent and Virgin hopefully supports the machine, you may decide that it was well worth the wait.

# / - Space Herrier on the PC Engine.

# SOFTWARE FOR THE ENGINE: WAS IT WORTH THE WAIT?

Al last a technically reliable PC Engme has appeared for the UK market. The technical superiority of the hardware is not worth arrathing, however, unless the software available for the machine comes up to scratch. Here we present an overview of a selection of the software currently available for the PC Engine in this country and address the question on mod game players lips: Was it worth the wait?

#### R-TYPE

R-Type began life as a lut arcade game from Irem Corporation. It was the first shool-em-up to really make use of power-ups for the players craft. The add-ons available in the game are not merely gramicks, but essential if you are to complete the game. The game is practically indistinguishable from the original. Great graph-

ics, great sound, and plays like a dream. The only problem with R-type is that it won't fit on one cartridge. Hudson Soft have put the game on two cartridges (three levels on each) Both cartridges are available separately, but will will have to pay twice as much if you want

#### POWER LEAGUE II

the whole game.

This game is a simulation of Baseball featuring extremely nice 3D graphics in terms of sheer attractiveness nothing on the ST or Armiga comes close except Cinemaware's TV Sports: Football. The appearance of this title is good news for prospective and existing PC Engine owners since it is an indication that the machine is attracting more than just conversions of arcade games

#### LEGENDARY AXE

This is a fairly standard platform game, very smilar in atmosphere to Elite's aging game, Reyand the ice Palace. This was guite an early

superseded by much better software, unless you are a real platform addrd I can't really recommend this one

#### CYBER CROSS

This is another early release, but thankfully it is a lol more playable than Legendary Axe. This one is a martial arts type game sel in the not too distant future. It is certainly nothmg special There have been many markel arts heatements appearing over recent years, and Oyber Cross doesn't really offer anything that you haven't seen before Having said that, it is a reasonably competent effort.

#### PACLAND

The original Pacland arcade game from Nameo is getting on a bit in years now, not to membon the Pac characters who inhabit it. Nevertheless it is still quite a good game, and should appeal to younger players as well as old timers. It is one to see that a few old tayourtes are being launched for the Engine as well as the very lalest releases. Let's hope even more are forthcoming



As a vertically scroling, collect the add-ons, shoot-em-up Gunhed holds no surprises. It's very fast, and very colourful, but other than that there's not really a lot here to hold the milerest. There are already some far superior shoot-en-ups avariable for the Engine (witness R-Type), so it is difficult to see this having much appeal for Engine owners.

#### FINAL LAP

This is at first sight a three-dimensional racing



Pacman's looking pleased with himself in Packard, but not for leng...



a quest of some sort involved. We didn't actually get to play all of this one because of a slight complication: None of us can read Japanese! Incidentally, this is one of the pitials of buying PC Engine software at present, although admittedly this was the first game that presented complications.

#### SIDEARMS

Sidearms is a conversion of an ancient but enjoyable sideways-scrolling shool-em-up, which once again trivolves rearring yourself with more and more powerful weaponry. The action is certainly tast and very, very hard. But the game also has an addictive 'just one more bme appeal.

#### THE NINJA WARRIORS

A good conversion of a rather more recent martial-arts game from Tato. There is a slight twist to this one in that the nine's miquestion are robots, and as you gel damaged sections of gleaming metal are rather ominously revealed it certainly warrants a look if you like

#### IN CONCLUSION

combat games.

Looking at the titles currently available for the Engine the impression you are left with is that the good majority of games released are going to be arcade conversions. The Engine is, however, superbly suited to this type of game so at least what you get will be acceptably close to

Titles like Power League II and Final Lap are indications that there might be one or two pames that break the mould, and Pacland is a good sign that there will be one or two golden oldes rearing their ancient heads

Obviously because the Engine is not yell officially available for the UK, British owners

are going to have to put up with software armed at the Japanese Markel Trus means Japanese instruction nodillets and Japanese on-screen messages in some games. Whether this situation will change in the near future remains to be seen. But you can rest assured that what is currently available for the Engine was definitely worth waiting for



DAINED A POLET



IN POLE POSITION...



**ACTIVISION** 

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If you thought that ell you did with VCR's was watch The Fly and Gone with the Wind, think again. John Cook checks out a box of tricks thet can turn the humble vid into a powerful games system...

In the field of consumer electronics, the success story of the decade, on the video sides of the Attantic, has to be the Video Tape Recorder Probably the most sophistically designed the process of the process of electronic equipment even to enter the home, the VCR has noticeted from zero period training the protection in the seventies to the present, almost solutation level. How many people do you indice with a TV without a VCRP.

Of course, the dream of the marketing effectives — once a piece of equipment is installed into the home — is to get an associate of hardware installed next to it as fast is possible, to enhance the whithy of the onge is possible, to enhance the whithy of the onge in insichite and prolong its useful life. But after head cleaners, dust covers and serobics troots, where the hell do you go with a VCR?

The problem is that in its unadifferated form working a video is a completely passive experience and the medium is self follolly sequential — you sit there and watch a pre-recorded tape from the beginning right through to the end. What the VCR lacks, baring the old sile-vention with the remote control, is that magical altitude, interaction;

Video cameras, it's true, have allowed the comembrally gifted consumer to put down his own images on lape bul, once the image is caphared and in the can, the control own the image itself is limited — unless you have full access to the edding sorte and even then you still haven't got past the problem of the complete lack of interactively.

So what he millions of consurers unknown young not fire interactive VICI, but's what, and the whole concept is a let follow to coming to market than you can maper, with the first unit you thouched onto the market in the USA the month—the lost Viermanter System. And I your thinking that this is no no missest at all your thinking that this is no no missest at all your terming internsive VICI with necessarily all about corporate training schemes—if should present a surface of the control should present the control of the VICI as in the lost given size ment and those VICI will be the beginning that the present the little properties of the little present the little properties with the big boys know when they're on it is a good to a lost of the properties the properties

#### THE COST

The Viewmaster is armed primarily at younger garnesters, and athough it's certainly not like total fulfilment of the promise of what interactive VDR can offer, it's defunctly a step in the right direction, demonstrating the basic principles that will apply to systems following on infland where like yappen.

Priced at under S100 retail, the Vewimster can overlay computer graphics onto a wideo image, letting you play simple games side by side with carloon or 17 images. The code for the games is encoded on the Velde tage, interested with the Video signal, so the unds "know" what pour the lage is at in the run- and so when to end the game and start loading the code of another.

in effect, the interactivity is limited to the injuried and the graphics, with the whole images serving to introduce the various genres and ast backgrounds to them, so its selectives is limited, but it does save to show that the property of the property

#### IVT VS CDI

justs feliarative Video Tape end Compact Disk Interective en still in then foliancy — but all would be a footish proghat for white other of them oif, or mark one fer superior than the jobes On the face of all CDI has to with hands down 600 Meg of a notion access date a powerful 65000 based machine and the might oil big electronics companies behind it. But look what happened between Examptions and VCP in the based.

ad CDI, in its present configuration, still finds it difficult to animate e whole screen of video invitority. The present configuration, still finds it difficult to animate e whole screen of video invitority. Tape has no problem with this, but its sequardial eccess is more tricky to handle and

Tace has no problem with this, but its sequential eccess is more tricky to handle and anily more limited. Interactive VCR would need a 4 track system to truly compete. The motody is there and e high and Interactive VCR system would refer elliess than \$300 – ify the will was there interesting, eh?

#### HYPER-INTERACTIVE

These other systems, presently under wraps, are truly interactive and can produce fabulous results. Unfortunately we can't, lor legal reasons, mention the unit by name – so we'll call it System X. Check this out and get exched.

System X has four independently accessive tracks of voteo on a single lape with 12. I racks of sound. There's a sophisticated conholer so all the tracks can by displayed omisiancostly, if necessary, with complete control one: the viewing windle (or windows) size plus. Once the viewing windle (or windows) size plus. This is the kind of spec thall makes professional again designers droul – of boot truly give you a chance of true interactivity—the kind that is only in professive with Coll at present.

#### **HOW VIEWMASTER WORKS**

know-how, it can be done. The Viswmaster system is releavely low tech, with a single video track that is constantly running, the normal audio track, and an extra track of dicital sound - need for game codes and sound effects squeezed in on whal is called

the pheaphor to produce light. By all lng the intensity of the bears as it to

es the STOP

This is the area of the screen beyond

it cleasing to think of VBI like this when you think of lape - it lakes a finite time for the beam to make its way from the bottom right of the screen back up to the start of the next frame at the top left. Considering that the lape is running at a constant speed while this is happening, it means you have a small area of tape between each frame,

which you can use as you wish. (See Fig.2).

In the case of Viewmaster II's used to carry the program code to the download to the Viewmastat unit, axactly like you'd load. a program into any tape based computer only as it's giving the information in the gap between TV frames (and not on the andio channal aither remamber) -- the loading of the program is completely transparant to

the usual scen of the beam that makes up the TV picture every 30th of a second. In tact, it's the area where, on a UK TV picture, the Teletext information is displayed. needing of course, a decoder to display the IN VCR

The Viewmaster system Viewmaster OUT Controller

> Graphic overlay Control had a Fast Forward

rating device that sits between the YCR and the TV with look its own graphics onto the VCN's video pictem. It's those graphics that form the lateractive part of the experience, with the video forming the beckground and a link between the games. When the time for a game here singuaged, the sill progrem 1470277

Ludwig von Drake is your heat on The Cartoon Arcede...The message on the blackboard could be generated by the Viewmester if gameplay demanded.,

This technology has already been develpoed by an 'American company' (no names, no pack drill) and could bit the market right now at a price point of about £200, fitterested? Who wouldn't be! The trouble with this baby, however, is that the system has outgrown the original backers' expectations...and now they don't know what to do with it. Wealthy techno freeks are cordially invited to send eight figure cheques into the Ace adtonal offices and we'll do our best to put you in touch with the relevani group!

Jokne aside, this level of technology, this level of interactivity, does seem (mexplicably) to throw normally semisane marketing executues into parmysms of catalogic segure. The problem is, there has never been the kind of interactivity we are talking about here in a consumer electronic product. And few people have the confidence in the intelligence of the general public and the vision in design and exploitation terms. In realise the full potential such a system could have. In the eyes of the men in surts, us video izveis have square eyes, pinhead brains, and are only able to understand words beginning with 'Aaghghgi' or 'Mmmmmmi'

System X is sluck with the same problem faced by CDI and smiller technologies - it is so new and so, potentially, revolutionary that it can be made to do almost anything yon want it to do... the only thing if can't do is be stuck in a comfortable and easily classifiable marketing niche in a smialion where many milions of pounds must be speril to bring such a system into fruition, the nebulous quality of such flexble systems make execs and backers aike, nervous. Very nervous

So that is the stale of play with Interactive VCR at present. One simple - but effective for its target audience system on the market now. At feast one technically advanced system waiting for someone to do something with it. And millions of consumers with VCRs warting for something that will change their video lape machine into a games machine. Or a powerful educational tool Or an exciting information provider. Or anything that anyone with enough imagination can program it tor. If only the Cosmic Remote

THE CINEMAWARE CONNECTION So much for the hardware - but what about the

software? Ideal - backers of the Viewmaster - onzmally approached Disney to produce a game for the system using the world tamous Disney

Background only

characters, such as Donald Duck, Gooty and everyone's favounte rodent. Mickey Mouse Having no expenence in the game field, who else should Disney approach in turn to produce it for them, but the 'masters of the interactive move on computer' - The Cinemaware Corpo-Labran<sup>2</sup>

Experience and expertise gamed through producing classic games like Defender of the Crown and Rocket Ranger proved useful for the company, who handed over the project to its interactive Dept, headed up by ex-rock star. move maker David Riordan Design and production was done in-house, with the actual programming of the Viewmaster unit done by Ideal technicians. After, 'trying a bunch of ideas' and so months of hard work, the Disney Cartners Arcade was born

The tape is a senies of 9 simple arcade games (mostly overlaid on video) linked togethor by carloca footage introduced by Disney character Ludwig von Orake

In fact although the running commentary made by Ludwig is all about the Viewmaster and tell you how to play all the games, only existing cartoon footage was used by Coernavare - it was carefully selected and redubbed by Disney Io a newly written script. The effect is very convincing.

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Ludwig introduces a segment of cartoon classics - such as Gooly trying to shovel coal into a furnace - and then upes on to explain how the game works. Coal and famace graphics are now overlaid onto the bottom half of the screen and the user has to try and fire the coal into the furnace, while the furnace degr is open - using the controller. After a set period of time (all the game activity must be ended at exactly the right time or the overlay effect would be spoilt) the game ends, Ludwig goes into his next routine and the unit remembers your

At the end of all nine games (around 30) minutes of elapsed time), you are given a ligitalscore and invited to play again. Simple, but effective - kids of the larget age range love the idea of carloon characters actually talking to them and ergoy the challenge of the basic hand/eye and prizzle games.

Ideal most have liked the final result too the Dinemaware-designed Disney tape is bundied with the machine, with extra lapes (sox others in all) leaturing Sesame Street and Muppel cloracters weighing in at around \$25.

## WHER WILL WE GET (T?

The Viewmaster concept was developed as far back as 1985 with the Belaium firm of Sydec ongrally planning a four track system. This was soon cut down to the single track that now exists to keep it in the price bracket suitable for the toy market - below \$100



Dave Riorden of Cinemaware

## SYSTEM X

lape is much haider and requires a lair

System X Video tape



System X Figure 5

ĒΝ



Jumble of 4 tracks Major development of the system went

from 1986 to 1988, with the unit now coming to market in Fall 1989. The principle concept of Audio Switching was developed by Michael Freeman of ACTV in New York, along with End Schmit of Sydec Other key engineers working on the project included Enc Beck, Tina Eden and Hen Joyaux, along with Gary Evans who was responsible for the inclusion of the colour graphics chip .. the unit was originally designed with a black and white overlay display in mind.

Gary himself is confident in the future of both the product and the underlying concept -"It seems to us that interactive television is meytable', he states, although at the same time womed that the complexity of the concept makes advertising and marketing a trial probfem - having to rely at the end of the day on simple word of meuth endorsement. When will the Viewmaster be on sale in

Europe? Long Term plans exist, but it all depends on the initial success of the unit in the US and Japan Converting the system to PAL and SECAM TV standards is possible, but not easy, due to different resolutions and frame rales. Only time will tell whether it makes the biz jump over the pond.

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pels the remove MS<sup>In</sup> for systery





When Eugene Lacey visited David Braben in his Cambridge retreat, he expected to hear all about Elite Two. But Britain's most respected programmer took him far beyond it, with some compelling - and unexpected - comments on the future of games technology...

hen co-author of Elde David Brahen gets low on inspiration he only has to stroll to the balcony of his swish Cambridge flat and gaze out across the Camto Magdalene College Just a few feet below his window students and tourists purit up and down easily within ear shot, though the communications is usually just one way: "It's amaz ing, he remarks, ".. the number of drunks who

The penthouse fint and Audi Quatro parked in the garage are the spots of Elite and Virus best sellers all over the world, but it's typical of the calm, unassuming personality of Braben that he should reinvest his proceeds from the enormously successful games in a place to work Nol a Ferran or Paul Smith sull in sight, just a very rice place to live and work - which is precisely what David Braben has been doing for the last eighteen months - coding away on

## RING THE BELL

Although the entryphone card reads Braben and Bell - Brabes's former flat male, and coauthor of Elde, lan Bell is no longer involved in the development of Elde 8 We slarted on the design of Eide 8 in 1984 when we were still at University, Ian Bell wrote an interpretive language to write it, but we were forced to stop. After about a year we decided to give up. The design for Eite 8 was very ambitious. It was running - but too slowly II just wasn't doing what we wanted it do. We were programming on the BBC and in the end decided it was foolish to design a game that could be done on an 80il machine, lan Bell then gave up on the pro-

The lamous Braben/Bell partnership thus reached an amicable conclusion and Eide & was shelved until Spring '87 when David Braben decided to resurrect it after completing Virus But don't get too excited - there's still at least another year's work to do on the game before

it hits the shops in Christmas 1990 The game is designed to follow logically

from Elde. It takes a lot of the ideas that we knew we couldn't do in Elde and incorporates them. There will be very much greater scope in terms of what the player can do - for instance "I didn't set out to think how I could do a better Elite - a sort of Elite

all the planets will be modelled correctly and you will be able to fly down to the surface There will be cobes on the surfaces of planets and a lot going on for the player to do'

The graphics will be very much different to what's zone before. Despite some people say ing the graphics in Virus represent the planet sequence of Eide if that is absolutely untrue, It is not all of that style even, Everything will be in first person view as if seen from a space step. Linke Eide the player will not be restricted to a space vehicle. There is a call that can be driven as well - and a VERY large space ship

There is also a war going on The player can decide the extent to which he wants to get involved and interact with it. The trading will be there but in a much more low key way - and it

will be far more realistic. Braben is particularly pleased with the

Elite Il map. It will completely simulate a galaxy, unlike Elde, which was a pretty poor stab with its two dimensional map with its two thousand planets." To hear someone describing Elite as a 'pretty poor stab' is a sobering expenence for a games reviewed Bul Braben doesn't seem to make sacred cows out of his DIEVIOUS SUCCESSES

## ON FUTURE COMPUTERS AND THE ACE CHALLENGE

Biaben is not convinced the ACE Challenge Computer is the way lorward It seems incredibly complicated. Your plan is to have more or less two of everything it I were building a machine for the luture - I would

with bells and whistlae. The Basic Eilte design was very simple. The computer didn't have to keep track of very much - all that is kept track of is the number of kills, legal status, amount of cash held atc - there will be a lot more for it do in Elite II, internais politics and so forth".

59 99



put in just one very powerful custom chip because then the circuit board gets visitly shrunk and the cost of external finks comes down - and d you imagine that a future machine will need very fast access to the RAM - and possibly a very wide bus - say 64bil, or at least 32bil, Ihen you've gol all these tracks on the circuit board which hikes the cost of the machine enormously

Braben's dream machine is likely to be based on some of the latest chip designs. The 88000 processor or Intel's I 860, they are two very interesting processors. They both do an awful iol within the chip - floating point in the instruction sel - rather than having an external floating point processor

These chips are yet to be incorporated into new computers but they are certain to be used in the near future with IBM announcing an intention to use the I 860 - a development welcomed by Braben. 'Claims are made for the I 860 that up 120 MIPS can be used al peak execution speed. With that sort of power it seems totally unnecessary to have a separale chip to do things like 3D maths as you suggest in the ACE Challenge design.

## "Filled polygons are certainly not going to be flavour of the month for very much longer."

Braben befeves that many future hardware designs are making the wrong assumptions about what the software will be like. Although the use of customised chips - such as the Treter in the ACE Challenge design, for example are useful for fulfilling certain contemporary design requirements, they are limited to that function. Braben would prefer a more flexible computer that can adopt to changes in software design. He illustrates his point by referring to 3D designs, adding that our ACE Chaifenge computer would be a pain in the neck to use .Al the time the Arnga came out, the few 3D games that there were were line drawn they nut a line drawer in the Blitter and everyone did line drawn games. That was thought to be the future of 3D programming, but it you look at 3D games now very few of them are fine drawn. Filled polygons are what you've gol now, but even they are certainly not going to be flavour of the month for very much longer.

## ON FASTER PROCESSORS AND MORE MEMORY...

It will make a big difference. If you make the effort, having more memory will make things go faster because instead of evaluating functions you can have them in a big table. You then just get it out of the table precalculated

Speed will make things easier - the games will be able to do a foll more in the time ellotted - people like nice smooth displays and it will be possible to include a foll more detail in these smooth displays. Games are currently running quite slowly. You will be able in the future to have a lot more interaction with moving objects, I would like to think we can approach the interactive film stage in games"

There are a whole lot of ways 30 graphics can be modified.

Once you start taking about machines in three or four years time you've then got sufficient power to start doing things like real reflections. The current set of machines can only just manage to polygon draw. They can't do things like arbitrary lexturing, shadowing or teflections. Polygons are usaless for doing things like reflections because it's not polygons you're drawing - you are actually drawing images of what a reflective scene would look

## INTERACTIVE MOVIE HYPE

Despite clams by various companies that they already provide interactive movies, Braben is far from convinced. We are nowhere near it. If mean something where it would be like buying a video and interacting with the world por trayed by the images you see, that lond of things is years and years and years away - you

can't even do il on Crays now! Righer sees a long haid mad to the interactive move world but is confident we will get there. He believes the necessary steps are -'a fot of effort in software and the new brand of hardware along the lines of the I 860 type. From its sheet speed and generality of its instruction set, that is approaching the sort of snewd we'd need'. If Busben could have laker

an 1860 back in a time ship to around about 1984 Elite would have been a very different

More sophisticaled game designs are needed to exploit the power of the new machines to the full. Braben believes there are signs already of games designers using greater power more intelligently. The problem with development currently is the limitations of the machines. You may decide I want to do this, wow this is going to be amazing, but then you realise it is going to run something like once every len minutes, if it runs at all. On the other hand, we have slil gol a lot more to get out of the Armea and the ST.

## OH 32 BIT COMPUTERS AND SWIRLING CLOUDS

On 32 bit computers Braben is a firm fan of the Archimedes and believes the Furtsu FM Towns is 'very interesting out believes for the gamer in the street that ...t is not as big a leap as from R to 16 bit because the main thing people have noticed from 8 to 16 bit has been the increase of colours and the resolution of the screens. The improvement from 16 bit to 32 bit will be tenuous it will be more of a subtle thing The graphics are doing more, they are more sophisticated.

'Games like R-Type don't need the power of a 32 bit processor. The Amiga already has



In Virus the game was designed to run on a machine that is not truly capable of deing a proper 3D full world view - it is capable of doing it, but I liked the idea of putting shadows an the trace and there is a fair bit of detail in it. With an I 860 computer ...in Virus it would have been possible to have a harizon going off into lefinity. One of the main positions of the germe is that you can't see very far. A first person when the parent germe design from the point of the work of the parent germe design from the point of view of what the player is deling is very elemple'.

PLAY CRIBBAGE LIKE A KING... CRIBBAGE KING CIN KING TIKE V WYZLEK bryk cin

no trouble recreating something like R-Type. If you've got a more powerful CPU, it just means the processor is going to spend more time doing nothing However, the sort of games where it will make a phenomenal difference are games of the Eide/3D environment type where it does require a lot of processing power to get anything that looks impressive. As far as Elite type games are concerned the power will vastly effect the graphics and also the feel of the game. It will be possible, for example, to have big swirking clouds

## "It will become more and more the case that the design of the game is more important than the speed of the machine. "

With something like the FM Towns machine relatively few games will fully exploit the screen. Anything that involves a two dimensional display - the R-Types and Defenders of this world - will only see a lengous improvement with increased computing power once it comes to the point where the computer can repaint the entire display 50 times a second, with no problem, further increases are reduc-

However, there are game designs coming through that will exploit more sophisticated graphics and I believe people will eventually be weaned off the umpteenth variation on R Type The only type of game that needs greater power is the 3D game or the scenario with very, very intricale game play - certain simulafors, for example."

## ON CD SOFTWARE

Braben believes the vast amounts of memory made accessible by CD

. us more likely to be used than the extra power of processors. It would be very useful to have access to vast databases. You could provide real maps of areas in which you could adventure. You could have adventures taking place in real towns. That sort of thing is just not possible at the moment. People make a sort of stab at it with scenery disks for flight sims where you could about make out that you are flying over San Francisco with a very basic outline of the Golden Gale bridge I'm talking about something where you can actually walk down the streets and explore - and then you can set a game scenano within that realty .. That amount of data would be very useful

## ON CONSOLES AND VIC 20'S The PC Engine has the same problem as the

machine suggested in the ACE Challenge They have pre-assumed the type of graphics. That is probably fair enough in something like the PC Engine it is drawing very large bit dumps, sprites, and a large number of colours, and is doing it reasonably omckly

But it is a fairly slow machine and also the sort of machine that it is very hard to do a difterent type of game on The CD on it is just a summick it's really little more than a fast loading device. I don't consider that to be a form of

Many thanks to David Brahen for granting or this exclusive interview. We look forward to gettion our havels on Elite II...and Elite III...and.



## ON COSMIC OSMO AND HYPER-DRIVE GAMES

Never med the quantity, what about the quality is Braben's view of Cyan Software's much talk shout Macintosh game.

Things like Cosmic Osmo are an amusing irrelevance. They've just put an enormous number of pictures on a disk all finked Hypercardistyle. It's very easy to make a lot of data - even compressed pictures occupy quite a lot of memory. It's an interesting idea to say that exploration is the sole point of the game. Exploration is fun - but it does need an awful lot to support it. That can't be the only thing to the game. There has to be other things going on if it's just a side show - however beautifully drawn there is ultimately no point. It's a pre-designed tree, a sort of

Dragon's Lay What's more, it isn't a world that you can arbitranly explore. You can't blow a hole in the wall and go through it it's all pre-arranged. Once you've done it, you've done it. There may be one cuphoard you haven't opened but that's it."













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- Designed with small fully enimeted characters from Gerven Corbett, the artist who brought you the classic hit Barberian
   Multi-directional free format weapon usege
- \* Large playfield for even more action. .

You releasly up against it this time. Those revoiling robots have finally upped and lurind their horinby powerful weapons on their kind furnar masters. Someone's got to stop it before it all gets out of hand. I mean, you just can't have be offered by young assessins roaming the streets of Dome City and expect the nestans to out up with if Who on earth is onto it to serve the mest? You crustises

Fortunately, you are just a little bit on line special side. You are Stlyx, the product of hoject Alpha Secure, the meanest lighting, smartest thinking machine ever in vented Half-man, half-robot, you are the business, the only one who can stop those

You'll have to work hard, though, blasting hordes of the revolting creatures (such a said vasie of serior metal) and reacuring the keys to the Literiforce. So Sirky you'd better get your expection for some high level robot stomping through

See any you consist get you per peuton tot some fight level cook some in a rough the immensely complex underground world of the Dome cities. It's a tough assignment and time is running out.

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## SCREEN TEST

## PIC CURVE POWER

The PIC - Predicted Interest Curve - is the most exphisticated reviewing tool around. Here's why...

The curve is divided into six sections, indicating the player's adrenally level after one minute, one hour, one day, one week, one month, and one year. But this tells you an awful lot than just what your interest level will be at any given (me (al(nough thet's obviously important in itself) . For example, a high one minute rating means that the game must look fen-

tastic and get you all excited from the word go. That means it is probably a good game to show off to the neighbours - effer all, they probably aren't going to pay attention for much more than a minute, after which they'll go back to drinking coffee and making rude remarks about those ewful hostile games the boys play these days'.

The minute, from and day ratings can tell you ellol about a game too. If there's e dro here, followed by a rise, you've got a game that may take a bit of getting into - not recommended if you like to get down to something quick and sasy. Alternatively, the graphics may put you off for a while until the gemapley

starts to grap. Check out the PIC comment for more details Finally, you've got the month and year ratings. The better a game holds up

of your haid earned cash, PIC curve construction takes a lot of playing on the

part of ACE reviewers PIC curve nonlysis is an art In setf. The reward is knowing Just what you're getting when splash out on Africant Macdonald Gettysburgers....ar F15 Strike Eagle II - Just one examples of today's software



the mountains glow with cartain promise on the horizon of Continental Circua from Virgin/Mastartronic - see the 16-bit racer feature starting on page 79.



YOUR machine., ST, PC, and

Amiga owners get lucky this month on pages 97 and 98.

## THE ACE REVIEWING SYSTEM

PIC CURVES

FUR FACTOR

Basically a measure of mind-

ACE RATING

800-899 A sizero

700,799 Stil hirthly edge off t. 600-499 The list

500-585 This still has

400-499 Problems 300,399 Not puly is

in the Hist place 200-299 Trings are 100-199 ZX81 games Under 100 Nothing

VERSION NOXER

THE TEAM ..mcludes Steve Cooks.

Per than amona else Mike Pattenden is the od-

Mark Patterson has out in

We don't review enything until we ere 100% certain right. We've

that we've got it checked them put thoroughly - now you can too.

# BAT

## OCEAN relicensed to clean up - again.

THIS must be the first time I can honestly say 'Great game shame' about the film',

No, I didn't like the move. Not that it matters much as everyone has seen it by now anyway and irgardless of what it thought of it there is no doubt that it provides excellent material for converting into computer entertainment.

This is the last of the mid-89 film blockbursers to be converted to the home computer screen. We've had James Bond, Indiana Jones, and now the Capad Chisader from Gotham City onters the firey in what is by far the best of "em all in terms of computer entertainment.

Right from the opening screens you can see and hear the quality of the conversion and get to gross with the Statear you have always longed to have a go on. There is the famous Bakrope with its Bak-enchor that latches onto window ledges and enables our hero.

to swing into action. As well as the Batshurikens that the super hero can lob at the vilains to Kapow them out of the action. The game commences is the warehouse

The garbs commercies in the waverfouse of Axis Chemicals where all sorts of toxic substances are leaking from pipes and dangerous gasses being exuded into the air. The Joken's men are servey-when and Bathrain energy support and Bathrain energy to be armble to avoid them.

and pathnet receive to be inside to suitable thinks. Battsut has been made impregnable to bullets — up to a certain number. He is, however, helpless signaint the bombe being lobbed at him by the green suttif william. These will knock be not fill the service of kill him should they make contact enough times.

The opening pottern level makes for advancing part in the own right, shortcomp grant in the own right, shortcomp grant in the opens as excellent lam — and excellent lam — and excellent lam — who have a part of the part in a part of the lamps, in which case gravity probably too busy collecting a portion to play the garm. Or course there have been other ropus before out confus, as tophisticated as this, five laws of the part of the part of the part of part of part of the part of part

Another neat graphical touch is the way

the Batcap files up when you jump to a platform below. The game has quality written all over it. There are five levels in total. As well as the Axis Factory you will see action in the Bat Crive, Batmobrie, Batwing, and face a final showdown with the Joker in Gotham Cathridrat.

showdown with the Joker in Gotham Cathridists. All of this sections of the game are satisfacting and revarcing out the real thrill of this pame is when you sot behind the wheel of the Batmoble. Ocean have correctly given this most attention of all – and what an excellent too they have made of it.

In plays like a sort of Satetyle Chase I-Q coincip which – considering Ocean have the rights to that coincip – bodes well for more thrills to come from the Mancusan games hosse. The aim of the games here is to sort out the Joker's win which is speeding through the streets of Gottum City.

Taking the controls of the Batwing laucihes another 3D game which has been superby executed. Reminisonet of Afterburner as you swoop low over the certival taking out the balloons (filled with nerve gas) that the Joker's using to hold Gotham Oily to rassom.



mak tells you who is winning



Batmobile enters the 16bit Grand Prix

The final confrontation with the Joker takes place in Gotham Cathedral, This is another plattory. The map is different though - and equally west - so be prepared to jot down a few simple sketch maps to help you find your way around as you track down the opposition

Ocean have captured all of the atmosphere of the film but have sensibly concentrated on a few of the action sequences. This makes for at the end of which (if you're successful) you'll trumph over the Joker without having to go through a complex arcade-adventure style challenge as you do, for example, in the recent indy Action game. Maybe other licensee's will learn a

so much effort into an excellent arcade game especially when, given the Bat-hypn, even Batshaped Space invaders would have won them the number one slot on all formats. Proves that cyrical commercialism does not always triumph over buch personal and professional standards.

Expens Laxey



Amiga Batman - Cor nmodore's joker in the pack to self Amica's this Xmas.

## SPECTRUM VERSION

GRAPHICE IO FACTOR II AUGIO FUR FACTOR & ACE RATING 911

## AMIGA VERSION

DRAPHICS IQ FACTOR B

FUR FACTOR 8 ACE RATING 922

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## PREDICTED INTEREST CURVE



will pass as will the appeal of this game

The Siedgehammer - chaose this option >for raw power, but don't expect it to turn
on a sixpence.

MIRROSOFT set I down their wheels where 'God Save The Oueen; has a different meaning...



## VETTE

AND now the latest in a long line of 16bit racing games, but is if good enough to knock Stinil Car Racer off the top spot? Read on and discover for yoursell.

The Vette (short for Corvette, not the James Hernott type) has always been all james Hernott type) has always been all universities of the James Hernott for the South for the looks and fis power. For some strating reason, however, it has never had the benefits of factory sponsorably five Ferrar and Prosche have Eyen so, that hasn't stopped Corvette owners taking the mount of the promotion of the Southern of the

Just a glance at the program and packag, ing will fell you that Vette is going to be something special. Programmed by the creations of the aerial masterpiece Falcon, Vette has all the complexity of design combined with clever simplicity in presentation that made Falcon a winner—and should make Vette a winner too.

First of all, you have to choose which of the four Convettes to race, from a 1989 Slock, the salest and slowest, through to a custom Stedighammer, with awful handing but capable of some immeraes speeds. Then you can choose which of the opponents to challenge, from a nice easy Porsche through to a Ferran FAO Finally, you choose the race fisset.

At this point, things really start to get inforesting The four races are basedly from A fo B in Son Francisco The amazing there is, and this hasn't bren done in a racing sim before is that you are aren't told any route to take, instead, it's up to you to find your own way there as you race thorugh an accurately mapped version of the gay baptal of the world.



## PC VERSION

Vatu supports oil colour graphics modes and loaks good in all of them too. The update is amazingly fast and smooth and the use of colour is spot on. The sound is limited (surprise surprise) but the gameplay carterily sent. Drive down to your solivians disti-

GRAPHICS 9 IQ FACTOR 6 AUDIO 4 FUN FACTOR 8 ACE RATING 926

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Essenbally, what you get as a result is a bundleof different games in one You can play Beat the Police in The Narrow Back Streets, for example, or Race Across the Centre of The Park And Try to Kill as Many Pedestrans As Possible The possibilities are almost enciless.

The city itself, and therefore the whole games, is lad out with filed vectors, and very impressive they are loo Skyscrapers are real skyscrapers, you can almost hear the hoards of screaming lods on the school buses and you can pincatically feel the bump as you run over little ladies overladen with shooping.

As with Falcon, you have many different was to choose from. You can look out left, right and forward windows, with or without line or of the car to tapie you a water view, or if 4s more of an arcade game you want, you can choose the helicopier were, which gives you an Outiflan sort of wewpoint (and, incidentally, easier to play).

Controls are as easy as falling through a concealed thap in the middle of a dark local Keys 1-5 change to geers 1 to 5, A stocks the car on Automator transmission, C switches on and off the Chaste Control, and the usual joystock movements cover accelerate, brake, steer lett, and steer right.

So how does it raile as a game? Bollvanty. We ve waited for this one for quite a while and we re happy for say it is been so worth every pulse best II is fast, realistic, exching, fun and there,'s enough variety to keep you playing for ever, or maybe just a little less than that, it doesn't quite have the edge over Shart Car, but it sure so'll fer behind.

Tony Dilton







Arrange chack out the points out of an the co-



Is that someone from RVF on that bike? Just one of the Vette viewpoints available...

SOCCER MATCH

# S **5** Ø





IMPRESSIONS

# TINTIN ON THE MOON

INFOGRAMES grow a little tuft of hair.

IN my youth, Tintin has to have been one of the most influential Equites 1 ever came across, next to Asterns. And who could forget the massive two book epic, Destination Mison and Conquest Of The Moon Cor, white a spiff ing life Tirtin fed Him and his pats Capitam Haddock and Professor Calculus and his lovestile dog, Snowy.

Now you too can live the space bound adventure that marks as a deep milestone in my reading like as Card Of The Rings. Race through the stars in one of man's greatest ever active-tements, the nockel ship, and land where no main has ever into before. That mystenous hunk of rock that hangs so comnously in the might sky, the moon.

Bull bad things are afoot. The disalardly Coloniel Borns has sittinggled about the ship with the intent of sabotlaging the mission. As you fly through space he will plant bombs to blow up wital parts of the ship and will set free to others white at the same time trying to bill you with his high intensity laser gun and stigen you with his high intensity laser gun and stigen you all your past.

on a group size.

But before a thin knappens, type I have to it is But before a the A year size. There is the first person perspective starfield, obsects size out of the screen as year. Then's year should word are large I lamps of rock carded authorities of the size from I fail street in the make from I fail street in the make from I fail street in the size of the

The game changes to a side on flip screen arcade adventure. On the left hand side of the









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screen is a bar of warning lights. At the start of the section a couple of them will be lit, and dur mg the course of the section more will light. The idea is to use Tintin to put out all the lights Two of them show pictures at your friends, if they light, it means that on that part of the ship. the appropriate friend has been caught by Boris, and you must unite them simply by touching them. Another one that tends to flash a lot is the fire light. These mean that somewhere on the ship a fire has been started. You have to find a fire extinguisher and pull all the

fires out. The final light that flashes is the bomb light. This is your main priority, Find the bomb, no mitter where it is, and defuse it by touching it. Once you've turned off all the lights and captured the evil Bons by jumping on him or hitting him with the fire extinguisher. Once you've done that, it's back to another bit of fiving And that's the game, aside from a small section at the end where you have to land the rocket on the moon. Not much to it, is there?

And that's the real problem. The graphics are brilliant. They really capture the atmosphere of the cartoon strips, with excellent use ot colour and high resolution sprites, though the animalion is a little bil on the dodgy side The sound effects are great too Lots of soot FX and Snowy's back is brilliaht,

Playabilty is awful. On the flying section, it's almost impossible to sudge where the rocks and pods are going, let alone catch or avoid them, whatever the case may be. On the sec ond section, Tintin walks very fast and in very big steps which makes accurate control a life tle difficult. Also, sust while you're looking for a fire extinguisher, Bons will start a whole forest load elsewhere on the ship. Bons himself is far too much of a problem. In the way that you

can't hurt him, yet he can shoof you, stomp on you, any damn thing he wants to Tinto could have been great, the designers had a lot of potential to play around with. Once again, potential has been wasted.

Tony Dillon











## Is VIRGIN's beat-em-up just a load of nunchukkas?\*

a com-op, Shriobi was no great AS shakes, it clidn't do much to further the beat 'em up genre, and it didn't boast brillant graphics, sound or action, Even sq. it was good funt and it didn't seem that difficult a task to convert it. What the 16-bit versions got to offer?

The scenario runs like this. On your graduation day from a secret oriental ninia school. Bwah Foo - a former pupil gone to the bad turns up. With a flash of dark nine magic he freezes you and spirits away the entire water Not someone you'd call a complete loony

to his face, he issues you a challenge give him all the school's gold or it's lights out for the kiddies. Unluckily, the school has recently used upall the gold it had; so it's up to you to don those rinja stippers, firmly grab hold of your shurikens and set off

As the deadine for the ransom is arriving, you find Bwah Foo's hideout. The action's divided up into five missions, each containing three RELEASE BOX

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or four multicaded stages, packed with Bwah's henchmen gun-toting crientals, rimas, people who look like Spiderman, and the shield-carrying grands. You'll also find several captives: the number you've got to release on a particular stage is shown in the bottom left hand corner Once you've freed them all, you can move onto

At the end of each mission you'll face a hefly boss, who's usually about len times

## AMIGA VERSION

IQ FACTOR 2 FUN FACTOR 4 ACE RATING 392

## ST VERSION

Like the Amps except that the character sumple a little more slowly which makes accucaptures little of the corn op a addictive if san

IQ FACTOR 2 ACE RATING 385

tougher than anyone you've faced on the level so far. Getting killed by him/it is pretty easy, so you'll be grateful for a couple of continue

oplions. Each stage is set against a time limit if you complete it within the time, your remaining seconds are converted into bonus points. You can also get points and extra power-up weapons (for example, a pisto) for rescung the cute little nina kiddles. Pressing the space bar activates your nina magic your man goes crazy, unleashes some smoke trails and splits into many parts. It works a bit like a smart

If you like the com-on, you won't favour these conversions much They're visually and aurally very poor, and the control method is a awkward. The nunchukkas are going to fly if we gel any more like this!



56 Advanced Computer Entertainment

ATABI ST **AMIGA** 

SPEC 128

**AMSTRAD** 



## UNTOUCHABLES

FASY TOUCH FOR OCEAN

THE this transfer was the transfer and the transfer and t

computer garne.

The game follows the plot of the fifth closely unlike their other current like ficence (ACE-rated in these very pages) Bathron, which picks up on just a few of the more action-packed sequences. Say what you like about

licenses — they may be a license to print money, but if they were all produced to Ocean's standards we'd probably be happy to spend it.

The Untruchables casts you as Eliot Ness, leader of the crack learn sent to a

the crack team sent to a warehouse where you have to find ten preces of evidence concerning the illegal bootlegging of booze, Succeed in this level and you soon get

down to some senous shoot left up a agrow with heavy Capone types as the game reproduces the famous hodge shoot, out some from the life. The screen scrolls horazontally from left to right in this section, as you attempt to pick off the criminals hading behind cars with your telescopic gus rights. If you survey this one lites it time to set

up a 'meet'. A railway station is chosen but of course it's a double cross. Ness reaches for his 38, or rather you do it all for him through the medium of your joystick.

If you pytick and fees do make it to be station then you get to fally a starring risk in yet another famous shoot out - one of cells for the starring risk in yet another famous shoot out - one of cells for greates mented of control fast meets any scene you'd care to menton from received research. Including the latest Coprocess makes a hostige on this score or only a crack occ own with the game with ficial eggl precision on that famous '36. The game concludes with less shooting to out with a bunch of hood hand on only northood.

We were hoping to receive a reviewable version of the full out-oblets for this issue, but the software was delayed at the last moment so don't expect to see the game on the shelves until late October – we'll send the ACE boys round to give it a hard time, and you the review, next month!

Meanwhile, Ocean have a 'certain other



film licence" with which they intend to extract a few Bal-bob out of you before they lisanch The Unbouchables. If the latter is as good as the Holy Game of Gotham, then it'll be worth well ing for The untouchables earned their neme because they couldn't be bought off by the Mob. When it cemes to film licences for gernes a certain Manchester software house are pretty unleuchable



The Blegel Heuor factory scens on the spectrum. El break up the party. Al Cepune isn't going to like it.

58 Advanced Computer Entertainment



## G/4\B/4\JL



ocean

tish the enemy gunskips, ake and submarines. Equi surself for some stanning wade action, load up and

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# DAY OF THE VIPER

## ACCOLADE attempt to revitalise 3D maze games.

WAY back in the days of the good old 2061, when the computer entertainment industry was still in its inflancy, a software designer by the name of Malcolm Evins words the best game ever to appear for that tractine II was called 30 Monster Mace, and was set, not surprisingly, reade a large maze with two inhabitants; You, and a rather hungry Tremposyrus Rex.

Despite the primitive graphics of that early Stician machine, and the fairly limited gameplay, the game managed to generate a superfiatmosphere that kept me, amongst others, coming back to the game again and seam

Now, eight years later, on a machine many times more sophisticated than the ZX81, Accolate have produced another 3D maze game Although Accolade's offering is more colourful, more complex, bigger, more vailed, and faster, in essence the gameplay has much the same appeal, and the same shortcovings.

The story behind Day of the Voor costs amound a larly inportant chappe host ones as GAR (Bereic Android Razel, CAR was created as a prothipse millrois imar who could be general the borse girty jubs that acknowled the consideration of the control of the CAR was at last a great success, but would never company the control of the control consideration of the control consideration of the control consideration of the control contro

Now GAR and his metal minions rather citiety called GAR-goyles (groant), have taken over the Sun League Defence Force Base Complex (a situation somewhat alon to Colonel Gadaffi overrunning the Pentagon!

Obviously something has to be done. The Substitution of governments that their special fastion of governments that their special feet soft really of the lask of indding the galaxy of this letest frainfensteris mosster so they cast around for an alternative solution.

Fortunately for mankind there is an answer: the Nexus Project. The project involved the creation of the Vipers – powerful attack androids operated remotely by highly trained human operators.

Your job is to remotely control a Viper unit



to infiltrate the base and reactivate the defence computer. (it's amozing what you can do with a humble ST Isn't in'). This is the only way to destroy GAR and his buddies and prevent him from wome out humanity.

from wigning out humanity.

The Vilvier crittl displays show two monitors and a number of icons. The night-hand monitor is the most important as this shows a 3D view of the maze in front of you, as well as the pointer for manipulating objects, and gunsights (when your weapon systems are activated). The leth-hand monitor toggles between various

other displays. The most status displays is a plotter which makes a map for you as you capior. A very vectore feature with makes a map for you as you capior. A very vectore feature in a mate game! There are also other navastation and is like larger ceredivates lishark can be recorded at strategic points for fater reference, and a heading madrott. All these tents are qualte essential store the control of all the displays on all the foundation of the control of the con

almost every respect.
You also have to hand various other items of equipment to assist you in your quest. Each of thisse is powered by a different component on your excut board. These can be destroyed if you sustain too much damage. You will then have to hart for replacement components to regain use of the esupment that has been

affected Damage or incurred by stepping on mines or encountering GAR's evil buddies. These indevelor contraptions have a nasty habit of sneaking up on you from behind and fining away white you are still in the process of turning Getning nd of them can also be a bit tricky since most of your adversary must be it in the process of turning the process of turning since most of your adversary must be to the and the process of turning turn

specific places if they are to be destroyed. On a level you have to find the appropriate access cards. These are colour coded (as of cobuse are all self respecting 24th century access cards). Many of the rooms are vacant, but others have specific purposes, such as repair rooms communication rooms, power rooms.

rooms communication rooms, power rooms, security rooms, and so on

available in any room, however, you must posses the appropriate piece of equipment for use in that room. For instance, you require a com-

munication module. These during are scattered about the complex and can be collected and placed in your len storage compartments until regard. There are also other goodles to be found lying about in corndors, including power restorers, and damage repair pods.

common registration and very useful aspect to the game on the use of the right mouse better. By posting to any object in the partie and click ing the right belong our message wandow will identify the object for you. This is extremely hardy when you come into a room that appears to be full of interesting rems only of the information by your message unables that it is be informed by your message unables that it is less moutes thyring to mainspale unable that key graphics that you have been springer.

graphics due, you not been spince. So, they can be proposed to the control of the

Geting from floor to floor is achieved in the state of the shadow of the shaft in each building is no easy lists, so you will have to explere at least one floor of each building throughly before you can progress. To move from building to building you must locate the whittie, which is another tections affect.

the source, warron's amone rescues arise; more than White Day of the Viper is a braine attempt to eventaise a hazkneyed rice at doesn't really add enough to the teclours process of exploring the mizzes to make it explaine. Once you have been wandening around for a white you will begin to get bored with the same old unchang ing use of the complex through your monitor. Even the collectable objects don't meet much

variety

Modubt, players who persevere with the game and manage to progress to the later stages will be suitably rewarded with more interesting gameplay, but there is not really enough variety in the early stages of the game play.

to sustain interest for long. The problem is that all of the locations look the same or very similar, so once you have seen one floor, you've

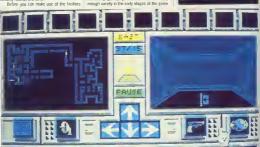
see them all. The game remarks me a great deal of Short Curcui J which was another potentially good piece el software, spoil by unimagnative and univaried graphics. For my money lypet is loo much like those old 30 maze games to have aim real anopsal.

Laurence Scotlord













on faces the first lecornation of the evil Lord of the Underworld, Nell, abductor of the Goddess Athena.

## ALTERED EA

The forces of darkness have gathered together. and Nelf Lord of the Underworld has captured the goddess Athena Zeus, who's more or less the top dog in the pantheon, decides that the only way to deal with the bothersome Nelf is to raise a brave and fearless warnor from the grave and endow him with supernatural pow-

This is where you come in. You are quietly rothing away in your grave when Zeus comes along, revives you, and commands you to save his daughter You begin as Strongman, and have a farly limited repertore of attacking moves. These are executed in the time-honcurred tradition of beat-em-ups, by using vanous combinations of joystick movements and the fire button to achieve punches, kicks and

Your opponents, the minions of Nelf, have

Activision present Sega's Beast of a game

unaltered...

a number of different methods of attack, the most odd being that employed by the jumping mck creatures. If you fail to dispatch these quickly they will completely envelop your head, causing death if you fail to shake them all quickly.

Most of Nell's creatures can be destroyed easily once you have learned the best technique for dealing with them. For instance, the majority of your opconerts on the first level can be out out of action salely by delivering punches or sweeping kicks

from a creached position Some of the creatures, when destroyed, deposit a mystical globe. If you collect this before it disappears off the edge of the screen, you are awarded extra powers. The extra power is most likely to be a power punch. This

gives your punches and looks an added boost. Occasionally the piehe causes you to be

transformed into a type of beast with greater powers than Strongman The extra powers you gain in your transformed state are pretty well essential when you come to the end of a level. Here you meet an incarnation of the exil Nelf himself, which differs on every stage. He takes quile a bit of battering before he disappears off to the next stage, and while you are trying to dispatch furn you are bornbarded by a barrage of nashes, mileni on your destruction

If you do manage to complete a level you are, unfortunately, deprived of any powers you may have gained before you continue. This means that you begin each stage as Strong man with no power punches, and you must build up extra powers again during that level.

The original Sega com-op was admittedly not the most sturning game to have emerged from the company recently, but it did have the virtue of being very playable and not too difficutt to get mto. This first class conversion shares the same qualities it certainly doesn't break any new ground, but both graphics and sound are very competent, and the gameplay Is superb.

The game is probably at its best when the two-player option is selected, but if you play on your own you should still find yoursell making some headway after a little practise

If you don't like best-em-ups then there is not much here to interest you. If you enjoyed the arcade original, however, then you will not be disappointed by Activision's effective casversion.

● Laurence Scotlant





## AMIGA VERSION

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# RAINBOW WARRIOR

WITHOUT a shadow of a doubt bravest and most adverturous software fourth of 1999. This is especially true when the firm behand the product is filkeroprice. a company renowned for its military simulations, rathle time games that actively discourage violent action in favour of peaceful lookying on environmental issues.

The intention behind Rambow Warnor is to inform while entertaining. The game is divided into six mini games, each of which represents a different campaign. These can be played in any order, but they must all be completed before you can play the final game, Free the Spirit of the Raidow Warnor.

campagn i Radioactive Waste simulates the prevention of the discharge of radioactive waste at sea. You control a dolphin and must guide a diver down to four pipelines which he their blocks. The route to each of the pipelines is infested by a number of hazards, including nets and mutated sea creatures, which have Microprose leave tanks and planes

behind and get

**Environment Friendly** 



various detrimental effects if the dolphin or diver comes into contact with them. The gates all appearance of the game is very similar to the encient Scuba Diver from Ourrel Software Unfortunately it lacks the latter program's pleyability, and the resulting game is frustralingly boding.

Compage II. Ocean Duranging of Nacional Water Transactive you to Cardines Should be Made Transactive you to Cardines Should be Made Transactive Year and crinin to the top of the durange ship "Gert" and crinin to the top of the cardines of the durange ship afterns to prevent you come that of you offer the May Stop part of the water though the you cardinal of they card you contributed if they card you. The game is so easy that it is hardy worth you. The game is so easy that it is hardy worth you will be surprised to learn'd anybody falling to complete it on the list attempt.

Campaign Ill Save the Whole is easily the best of the bunch. You control a killer whole

Breakout revitalised by a killer whale

Shades of Scubs Dive but with name of the playability.

which moves left and right beneath a picture of the Greenpeace Saw the Whale Jossate By fir rig balls of water at the poster you classif part in balls of water at the poster you classif parts were the screen. Some of these will begin to the the poster again of you in them, while other poster poster you and by revealing large sections of the poster po

Conveyor Pr Stop Act Res is besed on a description of the provided in the control of the second of t

Empagn <sup>2</sup> Stop Oxone Depiction would be lainced at water to particularly simple. In laince at all water to particularly simple. Not task is to prevent the dipletion of the base of the count layer by timenty association, and attacking sensoral cars. If the care menage to districtly associated to the country of the page of the country of the country

Carnayagy NCSave the Seals, from Coaling, has you leaping between the floes armed with a can of spay on die (EFC free one hopes), in an withing to save the body seals, from the huites Despire frequent attempts, i nepaticly falled to spray the seals cititle I was missing to port of the game or it is completely unpluyable, green the evidence of the previous games, I suspect the latter.

The final game. Campaign Wit: Free the Spender of the Reinbow Warner will not, I beel, be played by many. The onerous task of battling through the sox boring and unplayable mangants in order to qualify is likely to prove loo-much fior all but the hardest games players.

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whale

Ration Warner's sady's avaled opportunity Wiles et as great that breaks the mould and bracines into territory that this been previously upported by both software houses and great silvegists, off it is likely to succeed in great silvegists, which is the service of the service

The only inspring aspect of the product is the manual. This contains fascinating accounts of the Greenpeace compagns that the games are based on, and even their most of this infor-



PIPES (O) AIR OF CREW (NO. TIME OF PARK)



Watch out for the killer penguinal

metion has been lifted from The Queenneace

Story by John May and Michael Brown. If you really want to learn about and support Greenpeace then you are better off not buying this game and sending the money directly to the organisation instead. Do other wise, and you are sure to be disappointed.

Laurence Scotlord

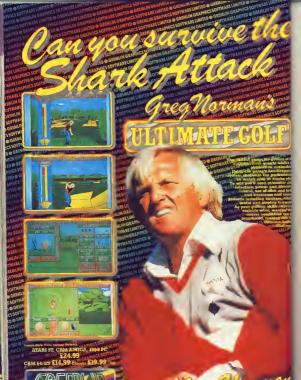
ATARI ST VERSION
he graphics and general presentation are ve
ce, and the game plays rather pleasant ditty
frich change with each sub-game, but the who
ring is extremely unplayable. Definitely not re

ORAPHICS 7 10 FACTOR 4 AUGIO 7 FUN FACTOR 1 ACE RATING 425

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## PREDICTED INTEREST CURVE



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You've got plenty of chalce among the ddies you can best up. If you don't like the mease-heads or the bexing codiles, you can always pick on glant boancing burnies or manie w

DUCKS - who can resist them? Lucy certainly couldn't, before she got ledrapped by the evil Achacha The Gwal. thal is. There she was, gaily gamboling and trolcking with her feathered friends, Bin and Pn (the dux), when suddenly a great black shadow appeared, trapped her in a miracle ball and whisked her off to Achacha. Now, no self respecting web-footed creature would refuse the chance to rescue her, would it?

This is where you take over, guiding Bin twith a friend able to play Pin) through the six very cute (but dangerous) scrolling lands of Achacha. These are exil places filled with all manner of awesome creatures, moose-heads, dozheads, bouncing bunnes, roanne boxer crocodiles, cows on clouds Sumo pigs banding around on trolleys - and that's just for starters! At the middle and end of each land



## DYNAMITE DUX

you've got to do battle with some heavyweight rusbes. For example, in the jungle you'll fight a huge rock-man, and in Japan a dragon and an antry weather-formation.

To help you progress, you're adeal in the art of biffing nasties on the nose. There are two basic combat moves: punching, which gels nd of most opponents straight away, and . a mega-punch, caused by holding down the frebutton, which puts the wind up larger enemes Luckily, there are also weapons lying around which keep you armed to the full a rockel+aurcher guided missile gun, llamethrower, rocks, bombs and water pistols The biggest is not always the best in some sit

You can fire and Eight in evolt directions useful, because some enemies him round and by to bile you, at sneak up from behind. All weapont, however, have a limited Mespan, as shown at the bottom of the screen. The ducks have a similar power meter for each of their for lives, when these lives run out, you've an option to continue for three more credits; otherwise it's apple sauce time for our web-fooled

A conversion of an obscure coin-do, Dynamite Dux is excellent fun to play. If can be frustrattre when you're on your own and you keep getting mashed by an end-of-level opconent because you haven't got the firepower, but that's the only nargle. If you like your action cate and feathery, this is the game for you.

Gerdan Haughton

ACTIVISION'S cute coin-op conversion involves a very silly mix of beat-em-up and shoot-em-up action - but does it fit the bill?

## SCARCE LANGE BY THE

The first one, half way through, is tough; the second, of the end, can only be tack led by reel hard ducks

## AMIGA VERSION

you need is appealing and challenging gameplay to keep you hooked. The Arriga version has all

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complete development survivally endered in specified and 30 d 30 verter graphics. You are completely these brows with the gares word, seaming and manipulating objects just as you would in a real word. And, as in mailly, you are not store. Only unknown the manipulating objects just as you would in a real word. And, as in mailly, you are not store. Only unknown word are not were from your and as the store of the store of the store word are not were from you at all.

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It, investigate and end the after threat. Your mission will not be an easy one. As well as the mother also and its eggs, you wit have to deal with hostic droids and computer systems radioactive areas, and things unknown.

INFESTATION is a truly atmospheric experience. Don't play this gama when you're abore. It may well be your table.

Screen Shots from the Alart ST version AMIGA/ATARI ST £24 95
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# LAPTOP CHESS

ALL you businessmen on the move are really sick and tired of playing with your spreadsheets on train or plane or in the car Whal you really want to do is have a game of chess on that swanky portable PC that the bosses have chained to you. At least, thin's the theory behind Laptop Chess

You might wonder why it's called Lapton Chess since, as far as I can see, it is actually the Cyrus Chess program for the PC from back in 1985-86. What makes it Laptop is of course, the support for portable displays. You can, of course, use it on any PC compatible as

The display is reasonable engugh with dear, if not elegantly designed, pieces, You can toggle between 3D and 2D views samply by pressing T, but you'll doubtless prefer - as with any chess program on any computer - to play with the overhead view.

As lar as the portable displays the machine is specifically aimed at are concerned, we've only been able to test it on an Amstrad PPC540 - a screen that is not the classiest in the world by a very long shot. In 3D mode Laptop was virtually unplayable, and even in 2D it was hard to spot the marker indicating the pece you wanted to move Otherwise it was fine with no problems (and no excuses) in distinguishing black and while pieces. On screens supenar to the Amstrac's, the game should

MINDSCAPE's mind game on the

look pretty good no matter what dimension you choose to play

Most of the features you would want are available in the program, although there are several points that betray its are. There is no gotion for the computer to suggest a move to the player, and there is no information in the program or in the sample (laptop?) manual as to the strength or response time of the games 16

Strength is difficult to assess, but it's farly safe to say that at levels up to 3 or 4. Laptro does not play a scintillating game. Thereafter it gets stronger, but the response times grow As a terribly busy businessman or woman you'll have to decide whether you prefer strength or

■ Pale Coppor

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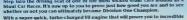
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speeds, and long-travel suspension that enables you to soak up the humps, your car really is an awesome projectile. The tracks are lotally out of this world. Banked corners that enable you to 'pull g', undulating bumps tkul throw your car uncontrollably from side to side and huge ramps that catapull you into mid-air. In fact, you seem to spend so much lime airborne, you could almost qualify for a pilot's licencel

Buttle II oul on the track against other computer controlled rivals, such as, Dare Devil and Road Hog. Race and jump so fast that your car starts to break up under the strain and then accelerate even more. There's no prizes for being second best in this game - It's all or nothing-

Stunt Car Racer - do you Ihink you could be up there with the best?

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A typical and-of-level nexty. Note that for the had guys as well as the good guys twe heads are hatter than one!

As the title suggests, there is a smultaneous hospitality to profit the supportantly to either compiler or cooperate with a friend. There are shades of Bodney here, and like Psygnosis game the pace of Germer Wing does seem to be pitched for similatineous play. If you'rb batting on your own you are going to have to work just at title that the cooperation of the prevent this game being religiated to the book shell for opurish.

You are armed with twen losers, a fairly effective way of dispatching individual creatures, but not much use when you're surrounded by a screen full of maticious meanies with countiless missives homing in on you. Forthantly there are more useful weapons to be had These come in the form of Gurballs, of which there are ten byoes, michaling erfair weapons.

# **GEMINI WING**

DIE Mutant Alien Scurr basically sums up the preasophy behind Virgin Masterfront's latest contender in the shooten-up stakes. The alien horders are a little ussel because the Sondbay Spirit livinch sounds suspeciety the a certain real Sunday ragt got a little carried wavy and published a gallsay wide.

edition carrying the aforementioned headline. In consequence the proverball httle-greenines have decided to gaing up on the inhabitants of the insignificant green and bline planet where all the trouble is coming from (and who can blane them?).

On any other day of the month this would have been, well, ab of a disaster reality, but fortunately for ms Earth's good off weapon scretists have just out the finishing touches to the Germi Wing project. This swespine system eques one or two lightness with an array of obstructive weaponiny ranging from the modest three-way fire ball to the overpowering windscreen where of death. Finishment sort 12

What this all adds up to is yet another excess for a verticatly scrolling pulp the nabes, collect the nifty addons, and give the occasional endol-level-guardisms a mastly headache type offair. Sound familiar? Yes, yorky seen it all before, so how does German Wing compare to the rest of the shoot-em-up field?

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#### AMIGA VERSION

Noting to complain about here smooth scroling, very nice graphics, and a varied sound brack that is so good you actually want to keep lishing to it stifler than turn the volume down. Noting new, but a very competent effort nosethaless.

CRAPHICS 7 10 FACTOR 1 AUDIG 9 FUN FACTOR 8 ACE RATING 760



bonus points, a speed-up and an extra life. The Gunthalts can be collected by shooting small clawed creatures or the larger "Bringers". These carry a fall of about eager th Gunbalts. By shooting at the alien you can cause the tail to

cycle through the available optors. You can hold up to ten Gunballs at one time. The first three of these appear as a tall behad your fighter craft, while the remaining seven are shown in a title window to the side of the screen. If you are having a particularly bad time you can always stell the other player's Gunballs by dying through his tail, and give

nam a cina time instead cisnarie on you;

The first Cambrial in the fail is activated by folding down and then releasing first. It is quite grathying to release a fire wall guite as a whole horder of usinspecting afters are showing down the screen towards you. It can be very frustrating though when you have a pury syn-plaining crucie of death about fifth in line, and four boxus point Gandails to get ind of before you can inset.

The graphics are quite nee, and the speries vision din well-ammatted, but don't expect any. Xenon if a type parallas scrolings have that the speries will be specially a special and the speci

Laurence Scotford











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PSYGNOSIS **GAMES PEOPLE PLAY**  Populous was released earlier this year it scooped a massive ACE rating ph/963 as well as numerous other accolades. What naide Pop-

since the most important

withdrawal symptoms. But never lear help is



N exactly a new release this, but cerget all worked up

# THE PROMISED

this new scenario disk

trom ELECTRONIC

ARTS

The original game is logged as normal then the new dataset game has begue

nother fa ot quakes, vo -----s

on Française, Silv Land, Wild West, Block Erch of the new scenarios features new graphics for the land, water, people, and build-

egs, all of which are novel to say the least. So even though the inmal shapes of the landscapes are the same they have a completely different appearance, and this cosmetic thatge alone goes a long way towards revital

The Promised Lands delivers more than dil ferent graphics though. You will notice that all

AY

Laurence Scotlord

RELEASE BOX STABL ST Dual Format diak - works on both machines



... apart from technical excellence, it's the sheer range of playable sections that makes Run the Gauntlet

one of the best multi-event games..." CRASH.

the graphics are of a high quality throughout ... equally impressive is the music ... Rambo III delivers fast action entertainment." COMPUTER GAMES WEEK.

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is fun to play ... weil implemented and extremely addictive." ACE MAGAZINE

# AND REA

SPEC

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сомм







irresistible ... an arcade-perfect onversion" ZZAP SIZZLER -ZAP 64. "A superb game in every respect. C+VG HIT~

C+VG.

"Funous addictive action-Red Heat is well worth spending some time on." CRASH.



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tie-in to date, and is an utterly superb game in its own right — don't miss it." C+VG GAME OF THE MONTH

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AS a boardgame, Pictionary is quickly catching up with Trivial Pursuit in the Yuppie After Dinner game stakes. So it seoms almost logical to release Pictionary the computer game as a follow-up to the most successful com-

puter time game in the world.
Pictonary is in easy terms, a cross between Snakes and Ladders without any snakes or ladders and though the way the game works is like this. The compotite draws a picture for a human player does if you're playing with two teams or more) and you have to guess whall word the drawing is try ing to deen'thy before you run out of

There is an option to fifth the buzzer while the picture is being drawn, but that might forfel you a move. For example, the computer draws a hand and a section of the forearm. Beyor one buzzer with this point and shouts out. Hand't Palyer two is much more intelligent. He sits back and warts for the drawing to be limited. Size enough, the computer their draws an arrow boother to the wor.

between the hand and the forearm. The word is wins?

To win the game, you have to go all the way round the board and land on the End square first. By correctly guessing a Pictoriary Bly Jelling the computer you got in right, gut as in Triast Pursuit the computer throws a dice and moves you slong that morter of squares. This influence on howesh was one of the man objections to the compositions of Triang Pursuit.

P AP PRACTILE DRAW

ICURIST Spring
O quess - An one Type All P

Pictianary - not just a pretty Polly?

about everything to play it

is just how imaginable it is. The computer drawings are both recognisable and varied, and sitting down and watching it draw is like having your very own episode of Calchiphrase, minus

your very own episode of Calchphrase, minus the annoying Insh bloke A lot more fun than Timual Pursuit was, and what's more you don't need to know everything

Tony Dillon

DOMAIN

4

Τŀ

go doodling in a game with a built-in

paint package that

# **PICTIONARY**

so it's a pity that it's still here in this later release.

There are pienty of game options, including a targe array of different player formations. You can play one, two, three or four players, where the computer of wax all the pictures, or you can play two, three or four teams, where one member of each team has to draw the picture promoted by the computer.

The highlight of the game, and the most herein pair of the program is the strapekingle you have to use to doodle. Surprisingly you have to use to doodle. Surprisingly you have to use fix designed to be instant? Excepting you need to designed to be instant? Excepting you need to gript in front of you. No sub means, no humbing for the right tool. Even if you're not a doth hand with at packages, a few minutes on the Practice Draw option will have you putting down Minia Lissa (or Metallica (ego., depending on

taste) all over the shop.

After playing it for quite a while, both against a human opponent and against the computer, the most surprising thing five found

AMISA VERSION
Loads of colour, lots of vaned pictures make the
game visually interesting. Fair for two but could
get very dull playing solo. Nice three channel time.

ORAFNICS 8 IO FACTOR 7 AUGIO 8 FUN FACTOR 7 ACE RATING 79D

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could challenge



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# WARRIOR



The bease was present in the land and from tower to tower the sorceres soice called upon him. In the land the sum to Jight, this legions made ready so conceal the tablets has would see daylight banished forever.



So, as the same last bloody light drained from east to west, the ladin came forth, ready to do battle against the legions of the night, asing all his might and skill in this tale of swords and sorcery.



. . .





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# **GAMES UP FOR** GRABS

Get your grubby mitts on some great goodies from the guys at Psygnosis, and have a go at their recent gorgeous games.

If you read our feature on Liverpool based Psygnosis in the September issue you will know that the company is currently producing a whole host of amazing games for 16-bit

The most recent release was the amazing Shadow of the Beast for the Armga, reviewed in October. We were very impressed: graphicalby the game prishes the machine further than anything seen before. But Beast is by no means the first Psygnosis release to astound press and public alike.

Ever since the launch of its first megagame, Brattacas, Psygnosis have built a reputation for excellence in 16-bit games and are particularly renowned for their quality graphics and sound.

With titles like Barbarian, Baai, and Monace already to their credit, Psygnosis are now set to release even more stunning games in the run up to Chrisimas, and we're giving you

the chance to have six of them absolutely free The first five correct entries out of the edtorial hall will receive cooks of Triad, Blood Money, Never Mnd, Infestation, Matrix Marauders, and Stryx. in addition Psygnosis are throwing in a Psylenosis T Shirt and a Beast. I Shirt featuring the brilliant Roger Dean art

#### **ALL YOU HAVE TO** DO 15...

read the six game descriptions below and decide which game matches which description 1 matches game A your answer would be 1 A

postcard together with your name, address, and Jelephone number and

ACE PSYGNOSIS COMP. 30-32 FARRINGDON LANE. LONDON, EC1R 3AU.

1. This lescinating isometric 3D game of disappearing tiles and moving cause-

you clear the inlested space base of alien eggs and activate the nuclear power source before time runs out and the

3. The aim of the game is to capture far gel hexes as you cruse above a huge

marauding Hunlers Twisters and Buzz

value games compilation. Safari and earn some extra dosh for hav-

dome central committee are in hysteryx

C. BLOOD MONEY

NEVER MIND

1. The closing date for entries is Novem-

2 Employees of EMAP or Psygnosis are 3. The editors decision is final and no conrespondence will be entered into.



## O QUESTIONS

Audio CB player

Video recorder

	(101) AUOUI ACE TENGOTO, TOUT	Record deck
	answers could win you £50 worth	35mm SLR camera
	of free software for your machine	Car
	and help us to bring you a better	Motorcycle Tricks and Tactics (pp. 107/110)
	magazinė	7) How many of these types of programs do Beer Money Budget Software
	magamman	you (wit) <sup>3</sup> Norn Unio: 510 More (op 113/115)
	ACE is growing bigger every day, but without	5 man 10
	you we wouldn't be going anywhere. Our main	
	commitment is to provide our readers with	Arcade games 2 2 3 13) With regard to game reviews, would yo
ı	exactly the magazine they're looking for and	Strategy gatters and an
ı	you can help us by ticking the boxes below and	Adventure games U U U U U
ı	posting the form (a photocopy would be fine)	War games
	to 20 Questions, ACE, 30-32 Farringdon	Role playing games U U U U
	Lane, Landon, EC1R 3AU.	Pari program
	And by way of saying thank you, we've got	Music program     Pewer game reviews, concentrating of the important releases
	£50 worth of free software to hand out to each of the readers whose forms we pick all random	CONTROL LONGE FOR LONGE PARTY PROPERTY OF THE
	from those received prior to November 10th	WH Smith: □ Boots □ Menzies □ More console game reviews □ □
	1989. So get your form in pronto!	Lovel Communities Chara D. Wheelspetter D.
	1969, So get your form in province	Newsagents U Mail Order LI 14) With regard to the following subjects
	11 Are you Male □ Female □	would you like to see
	11/46/00 min 3 15/00 5	9) How much money do you spend on software coverage coverage at all
	2) How old are you?	auch morehit
	Ellion or ac los	Under £15 D £15-25 D £25-35 D Graphics software D D
	Under 12 D 21-25 D	More than £35 \( \) More than £50 \( \) Music and MDI \( \)
	1216 D 26-30 D	Advertures 🗅 🗅
	17-18 D Over 30 D	10) How many other people have read or New technology (not directly computer relate
	19-20 ⊃	(coked at this copy of ACE? e.g. interactive video)   News finitures  News finitures
	3) Are you	NOTE OF 1 T T E T T T T T T T T T T T T T T T T
	A student I In full-time employment II	More than 4 □ 15Which ITV region are you in fe.g. HT
	In partitime employment 🗀	
	None of the above Q	11) Which of these other magazines do you Anglia, Thames?
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	CSK 7 SK CI CLOKELSK CI	7230 64 Do you own a Filolax compatible person

Amiga C 64 Apple MaC Spectrum a Amstrad CPC Atan 800 Atam VCS Amstrad PCW ā a ā ū PC Compatible Mintendo Sega Atan ST Other: (please specify)

5) Which of the following computers, if any, do

you own or are likely to buy within the next 12

Over £15K U

We're looking for vital informa-

6) Which of the following items do you own or

ore preming to out.	Own	Planning to buy
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Printei	Q.	9
MIDI interface	Q.	Q.
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read <sup>2</sup>			
	Nover C	(ccasental)	yützn
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The Dne		3	ш
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New Scientist	Ci.	2	Q
Arriga Format			- 0
ST Format	2	a .	
ST Action			- u
12) Rate the following arb issue between 0 (not at al	cles/s	ections : esting) a	m the
(very interesting)			

News.....

Letters.......... Arcades top 22/231 ... ... .

PC France feature (op 27/30) ... Dwell Broben feature (cp35/37).

Horror feature (pp 41/44) . . . . . . . . . . Screen Tesl (pp47/80)..... . . . . .

sonal organiser? 17) How often do you visit the arcades? Never □ Occasionally □ Often □ 18) Apart from computer games, how much do you indulge in: Sport Reading ü Overseas travel 19) Fill in the following information for the prize draw for £50 of free software My name and address:

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.. ... . . . . . compuler.

Competton (p 85) .....

16 he Paners game leahure top R0.941

#### NEVER WAKE A SLEEPING GLANT INLESS YOU HAVE THE STING OF VIDES

He was designed to expine parts of the palso to hostile for Imman He. Now humanised depends on him for its nurvial. Viper V. Since 2782 A.D., a was har signife sheves the planets of the Star Lengue and Gar, the ruthless moster of a mechanised race. Now, his robotic strong has selzed a whal defence base in the Paris system. But there is hope. Viper V, under your control, may be able to infiltrate the heavily armed base to have been been supported by the control of the — that destroying the orbiting mechanical fleet. The time has come to teach Gar a painful iesson. "Never wake a beiping giant."

# DAY OF THE VIPER







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ONE THING MAKES THEM BETTER THAN THE REST....



Performance

# THE MANIAC'S GUIDE TO BURNING 16-BIT RUBBER

The scream of tortured rubber, the sweat pouring down your brow, the roar of the crowd... Can a racing sim give you all this? Can it give you more?

Tony Dillon grits his teeth and presents the maniac's guide to 16-bit tarmac torture...



meg garres have always been poor lar, ever sacce the days when Alari's gave the average men in the street, and gave the average men in the street is chance to by out every boy's lantage. One or two demancements have been made in the years since, however, and in companion to baday racks bits of browneds, for example, Pole Podsom boths almost perfection. Polin Size and the rest of the policy of the policy of the most opacity forms of computer effectaments. But which one of its successors sould over no Policy.

This month sees the appearance of bino new additions for the computer range family level and Continental Circus. Vettle arrived as Vettle and Continental Circus. Vettle arrived as ACE, just too late for thate if not his arrived, but you can check it out in Screen Tiest ties the Screen Test index on page 4 for it's locations. Before you check but the new contenders, with Screen Test index on page 4 for and see if there are any second-hand models you could on for.



Stunt Car Racer Microprose

After a kylthoring qualifying loo, Sturt Cor takes up lead position on the starting grid and at the same time places shell in the aimsts of computer history as being one of the most aimazing, spectacles to watch, let alone play. The opponents are your good self and a computer pacer. The objective do X rumpher of laps on a track with the eventual aim of bealing the computer. The practical spectage and the proposer. The practical spectage and the practical practical properties.

The strange thing is that the track is raised, at its lowest point some 25 teet from the ground, and all the tracks are full of treacherously steep climbs and dips. At high speeds, at's more than a little easy to fall off. The game is first person perspective, with the outside world made up of really tast smooth filed we lors, and the impression of realism is unbelievable. Your stormach actually chams as you should fill the edge of a jump into this air, before plurming earthward, hopefully onto another piece of track.

An amazing experience, and a clear winger.

Where can things go from here?



#### Microgrose

Microprose

More Microprose racing, only this time it's on a bike. The champion in the Best Spirte Based Racing Game stakes, and a superb simulation, RVF put you, as a worntless little motor racer, into the world operformance bike racing on none other than the Honda RVF750, a limited baild custom racer based around the best selling VRF750.

Detail was always one of Microprosa's Surgypan ponts, and there's no lock of it in RM. Everything has been firely calculated, right down to the annuation of the nider whe turns his head to look over his shoulder at passing biters, and after a crash rurs the bike along the track before mounting and riding off into the sunset.

Britant graphics, british sound britisht game



#### Ferrari Formula One Electronic Arts

A bit old this one, but still in game that was way alread of its firm to start with Table the meuse in your hand and false the wheel of a Formula One Ferran racer on some of the most famous racecourses in the work! it's all there, from qualifying lops and brophets, right down to wind-bunnets, where you can aller various settings on your car to improve the performance.

FF1 is noted for its unusual steering mech-

arism. Rather than use the mouse to turn the steemy wheel, you actually used the impact to turn the diserts sead, and the selese used to make the mome the wheel burned. The processing of the selection of the se



Super Hang On Activision

Net so much a simulation as a perfect areast conversion. Super Heig Off was essentially Heig On with a few entry filtris. For a start yet could race one of loan countes, each set in a different centrarent and reaging from Africa (Easy) to North America (Wey Heid). Avoiding year garmelys festiture was the Nimo Dattin. When you to be resched (260 KPH, you could will be compared to the more both. In the conversion of the conv

grass.

The screen update, of both the road and the spintes, is perfect. The road itself is in smooth as the ACE Ad Manager on a date, and the hills are realistic enough to make you by and look over the crest of them. Great game, excellent conversion.



#### Lombard RAC Raily

Slip into the luxumous surroundings of a ford Sierra RS Cosworth, and take part in what may not be a major racing event, but is still fur none the less.

Race through many types of terran, such

as mountain or forest, and through many types of wealther considers, such as log or neght. As you race the qualifying ralkes, you can ear yourself money to improve your car, through either just finishing the course quickly or by making a TV appearance, where you are quizzed on the history of Rallying, as supplied with the game.

As you race, you take the insusal postion of string behind jourself in the cal, in which position you can clearly see the road ahead through the windscreen, as well as all the little drining movements you make, such as turning movements you make, such as turning the wheel or chapping gens. All this goes toward gring the game in more almosphere, and though the vanery of gamephy may be a little low, it's still a game fil be playing for a good while vet.



The Duel - Test Drive II
Accelada

Acoide there on eight all the less Once wongs with The Dukl, and on eitent they succeed at Salf leaeing with the benne of dingel high sacel performance car driving, other a fractic BSF or a Fortan FAS, this time tigy, other a second sold of the salf sale of the salf sale of the sal

There's nothing serious about the game. It's part a lot of fan. it desert's claim to be leadneally or visably accurate, but why should at No. fight those boredom blues with the Superier's separation disk, which gives you another he aris to play around with, and the Carlifornia Chistinge disk, which gives you a hair mising net from the suburbs of California to the tip of Mexico.



#### Grand Prix Circuit

Very similar to the Test Drive series both in look and fiel, GPC let you compete in a formula Otie Championship with a car of your choice. Though not as technically brilliant as Ferran Formula One, it is, as with Test Drive, great fur lo oliay.

Graphics are guite limited, but what is there is well used. The other cars are very delaited and the update is surprisingly smboth. The lack of roadside objects is a bet surprising, but I don't think this was ever meant to be taken seriously anyway. As before, it's fun.



#### Highway Hawks

HH is, in no uncertain terms, a clone of arcade favourite Road Blasters. It's just sad that it happened to be much better than the official con-

Sites you bettlemate. Find Continu at study speeds down stretches of motionappead study speeds down stretches of motionappead as diagenous. As you neer along more land and connections over steel, you meet only one of connections over steel, you meet various other withcless. Trucks, when steel, can drop weapons other withcless Trucks, when steel, can one to the control supplies or any of the proper on the many store of the many steel for you, and if stakes is a quick speaker of the Imager on your part and they first the lad of them.

The road is incredibly smooth, as is all the ingame animation. Control response is fast and the action is well placed. This is how Roadblasters should have been.



#### Test Drive

The original performance car game. Select one of five supercharged sports cars, and take them for a leisurely spin around a winding mountain road. Avoid the police wherever possible and trying lo hit other cars or fall off the road.

Greal upon release, but looks a bit dated more the screen update is appliang, which leads to almost no sensation of true speed, and the basic problem is that it's just too easy. That Iniked with the lack of variety makes the game short lived linovative though.



Roadblasters

#### IIS Gold

#### U5 Gold

The logical follow up to Out Run in the arcade, and sponsored by toy grants Matchbox, Road-blasters had the same Behand-The-Ga wew as Out Run, only this time gave you a gun, so mastead of avoiding the baid guys, you now got to take them out in a really satisfying way.

Sadly, 16 Bit Roadblasters almost totally fails to capture the spirit of the corrop. It's slow, unplayable and generally a temble conversion. A turkey.



#### Out Run US Gold

Now this is a major brirky. The original accode driving game, and also one of the biggest selving games of all time. Also one of the most os-apporting conversions of all time. Almost unrecognisable from the coming, the graphs are all garnshy coloured and disquishiply blocky. The road update is so terrible there are times where you can't fell if the road is bending left or night and the sound is terrible.

on night and the sound is terrible.

One of the biggest foul-ups of all time

#### Late starters.

And that's only the start. Soon to come are the conversions of Chase HQ and W.E.O. Le Mans from Ocean, filled vector arcede classic Hard Drivel from Domark, Outrun Europa from US Gold and Powerdrift from Activasion. Watch this













#### BALLISTIX It's a whole new ball game!

Sick of stilly oid soccer? Tired of pathetic pinball? Then you need a close of *Banstor*—the fastest wackiest, toughest ball game yet to appear on a computer. Banstor just explodes with excitement, puzzles and an amazing 130 different acreens of trenetic action on the

HC, Names in all a Amiga. Copies over evaluationing across screening the The aim of the game is simple; score more goals than your opponent to writher match. During this additional matter as splitters if the screen with dozens of balls, tunnels had them from view. bumpers bounce balls all over the above, tended hird afrows speed them up to almost impossible velocity, magnets pull them away from your control, and

them from your bumpers bounce balls all over the show, hendest not arrows special them up to almost impossible velocity, magnets pull them away from your control, and much, much more Ballston's increobily flexible, too, You can play against the computer or another player, and the speed if you can't stand the pace, define where the balls are tred and them tell the speed if you can't stand the pace, define where the balls are tred and them.

every goal

Bainstor is definitely not a game for wimps. It's lough, tast, challenging and incredibly competitive - in fact, it's just the kind of game you like.

AMIGA/ATARI ST £19.95 PC £24.95 C64 DISK £12.99/CASS. £9.99

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# UNCOOL CONTROL?

Joysticks just don't cut the mustard when it comes to racing sims – find out why, and what could replace them...

emember the first time you sat in an original Outries machine? Remember the relation way the car responded to the stightest turn of the wheel? Remember pulling the wheel hard over to safe dround one band and then gently scioping round the next? If young the same thing will any of the computer conversions... You can't And why not! Because compared to the the sophisticated controls on the arcade matchine your comput. They want to the same the same than the same

Ever since Atan established the disnoted protocol for joystics on its consoles way back in the 70s, compute games have had to put with a control had shown as conschedated as a light swetch. The problem is that the imaginary of computer joystics are offeat. They stally only amount to five switches — four londer the directions, up, down, left, and right, and one for the fire button. The advantage of this species site, and only a red only are for the fire button. The advantage of this properties that and only are the problems site, and only are the problems that and the same that the problems that are the problems



Bitter - dez San's Konis game, to be hundled with the mechine, makez geod use of snaingue centrol - the leel ez you less into the bende is ter mere realistic then it credit be with a simple enjoff digital joyatick.

and easy to produce, it is also easy for the computer to read and use the signals general ed by them

Digital joysticks are fine for platform games or shoot-em-ups, but what happens



Jes Sen keeping on eye on one of his competitive, programs, ranning on the Konix at the leanth of the console. Jez same Bikere (see screenshet sisswhere) was one of the few genes to make proper use of the few genes to make proper use of the souls.

when you want to sematith a lap round Brands Hatch or a doglight between an F16 and a Might For these applications you need more sensitive control than just turn left or turn right, you also want to be able to control the speed of the turn. With a standard digital joystick this is useful onesosible.

Some companies have made altempts to inscript the situation by producing yields. These are shaped like wheels or aircraft controls to give you more of a realistic field. These deduces are however, the same oid digital joystock in a different guise. They might look the part, but they certainly word the any more responsive than your ageing. Quickshot or Kempston model.

The answer is amolgoue controls. An imply bringing topic polytic part of the many bringing microswitches in or off, produces a continuously visible signal depending on how far you move the stock offcentre. This is achieved by using this polentinoities, or visible resistors, one for movements in the sains and one for movements in the years. These may, for instance, produce voltages between -1 for fail through O volts for centre for 1 viol for fail through O volts for centre for 1 viol for fail

The difficulty with the system is that like comparier cannot need anisotopie visions shreetly, so thesis have to be converted with a digital convertier. — the same pursue used in translate growth of the convertier of the street pursue of the streetly convertier. — the same pursue used in translate growth of the streetly converting the streetly continued to produce. You are therefore unlessly to find rankage psycholo becoming very popular for size with exacting convolutions and almosph in the disk offset the BBC and make you compared to the streetly continued to the streetly continued

The new Korux mechine, unleke the mogenty of exesting consides uses an analogue control system. This means that you could expense the same sort of sensitive control on Konin games as you do with button and other similar aradde games. Cominione this with the Korux called and you could soon find yoursell getting all closers to the field of eral motor ranging family you less disamined possible without leaving your visition record?

There's just one snag here: the Konx has yel to actually appear in the shops. Let's hope that other manufacturers take the hint in the meantime and start offering us more sensitive confird mechanisms.



This is no yoke, it's serious. The Konis exec analogue controls, giving precise central over speed and staering. This, combined with other features as shown in Nis illustration, can give racing games a whole new feel. Come an everyone! Let's have cooler controls!

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AMIGA VERSION
An accided reference has be remeded at the leastness of its accided parent for the unusual 30 garses. It may not be the most spectation masses fler year both it is very propose and marts what counts in the end

AUDIO 4 FUN FACTOR 8
ACE RATING 875

# CONTINENTAL CIRCUS

VIRGIN/MASTERTRONIC'S lap of honour...

ONE of the more popular and exceed one to it process carrier games to receive a partial process. The process is to receive a partial process, the process of the process of

The ID effect lass, not surprassify, been despond from the connection, but and despond from the connection, but and entereded the grant of selection and background graphics have been ported descript from the acceptance, and they do noted look very claim, the connection and the c

Continental Circus puts you in the seat of a high performance racing car, competing against 100 other drivers in as sexual Grand Prus sed at Brazil, America, France, Monaco, Germany, Spain, Mexico, and Jaonat. Each courter is progressively harder and you must have attained a specific ranking before you can compete on each track You begin with a ranking.

mg of 100, so you certainly have a lol to prove.

Attacky the controls are reasonable reproductive the properties of the control and the control and the control and the control and and an angle table areas the reachest the tender of the control and and are due to training stroke the production of better on the control and and are due to training stroke the control and are to continue with something control and and are due to the control and are due to continue with something control and are due to control and are due to control and are due to control and and are due to the control and areas are due to the control and areas are due to the control and areas a

One thing to be careful of if you do crash is to make sure you sigh in the model of this not as you pick up speed again. That way the passing cars sell attends to award you by passing on either sade. Attempt to ver right or left before you have picked up enough speed and you are likely to find another driver coming up that from behind resulting in an infursibing sec.

and collision Should you have a double collision or take too long to crawl into the pits then your careaplodes in a spectacular ball of flame. Providing you have timo left on the clock you can continue with a new circ but you will still have.

lost valuable seconds
In a similar memore to US Gold's Out Run
you have a limited amount of time to reach the
next checkpoint, which you must do if you are
not continue to the end of the course. Take too
long, and you will end up back on the grid
again, and with a lower ranking. You will find

PHEDICYED INTEREST CURVE

yourself making a real effort to achieve sufficert raining to quality for the next course in the sense, sepocally as you get to the hardolocations. It's intensely anxioyer, when you repeatedly come off the road at the same curve and end up losing valuable seconds or crashing completely, but extremely rewarding when your fainty the lift road.

when you'll make ye in train. The same you have you have

Laurence Scotlard



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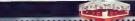
o, just released Steve Bak's 'Dogs of War'



@ 1989, Ellte

RELEASE DATE: 29th NOV. '89

AN RELEASE DATE









## **UPDATES**

THE LATEST CONVERSIONS GET THE ACE TREATMENT...

#### **AMIGA**



#### 3D POOL Microprose Amiga £24 99

All previous pool sims on any computer have been limited by a neid wewpoint; Microprosa's offer ne, however, allows almost limit less ways of eyeing up your shol with a unique 3D system which rotales the Table

Most of the aspects of pool are here: you can apply spin, play trick-shots and carmons, vary the power and angle - in frict, just about everything aparl from swerving one ball around another It's a mite Incky to pel inio. becausa you haven't gol a cue lo ina anything up with (you have to Pely on the 'captra of the scream' in relation to the cue-ball, but is alterately rewarding because of the treadown it offers. It's ba a ione time bafore you baat your first opponent, though - so be

The one big question mark is why it's a liver more expensive than the ST: soma additional sampled crowd tunes don't affact tha gameplay to a great degree, and apart from that the action is much he same. A good simulation without many falls, it should please pool fans, but then pool fans have been gatting computer pool sinca 1983 and there don't seem to have been any major advances in gameplay - the rules of the game take care of all that.

ACE RATING: 725

#### F16 COMBAT PILOT Digital Integration \$24.95 PC Version reviewed leave 20 Ace Rating 952

Ariga owning flight simulator faratics can now breath a deen sph of relief. Thosa masters of smobiton, Digital Integration, have finally released tha Amura version of F16 Combut Pliot, and it's the best of the bunch Di's letast

masterpieca has you strapped firmly into the cocket of the highly sophisticated F-16C Fighting Falcon. Your objective is to succassfully compiala five missions representing the possible

rolas of the FIG. These are Scramble (air to air interception), Hammerblow (offensive counterain oparations). Deepstrike Interrictor stokal. Tankhuster (hottlefield close air support), and Watchlower (reconnaissance). Once all five missions have been successfully flown you are allowed to take part in operation conquest, which is is a full-blown campaign.

Thara is also a training option which gives you the opportunity to practise free fight and landing, as well as each of the sel missions. If you are a naw player it is bast to maka full usa of the training option before you tackla any of tha missions for raid.

The Folcon is a decaptive aircraft in many respects. It is surprisingly easy to get into the air, and you will soon find yoursell doing rolls and loops with assa. The averaft's stability is quite incredible and the in-flight systems. do tend to look after you if you try to overstretch yourself or the falcon. Having said that, landing tha falcon is a fairly tricky manoeuvra which takes some intensive prachsa to master. You will also find that getting the aerobatics right is not so simple whan you've gof a couple of Migs on your tail

The one thing that becomes quickly apparant as soon as you gal the falcon in the air is the real-ISM of achieved by the nmeram As with other Digital Integration flight simulators, the ground defail is minimal for spead, but the response and feal of the aircraft is superlative. The attention to detail that has also been a hallmark of Bits productions is cartainly not lacking here. You want to take a sount to one side to sea what's flanking you, or look own your shoulder to locate that mig that has entered your radar's blind spot? No problam with this simple-



tor, all-round views can be

oblained with one key press! As if the excellence of the

field deef wasn't arough you can also save your pilot's log for future use, creale your own weapon configurations (which can also be saved), and set specific weather conditions II that still isn't arrough then why not hook up to a friend's machina and engaga in a one-on-one doglight wa a

modam or senal link? F16 Combal Pilol has taken runa man years to develop, and playing it you can feel the quality

of the work that has gone into this production Considering that F 16 relais at the same price as mony other interior gamas it also represents very good value for money. If you are a connoisseur of Flight Simulators then this is an essenbal addition to your collection If you are only looking for a single flight smulator to buy, then withoul quastion this has to be tha one

ACE RATING: 970

**BLOOD MONEY** 

Pevanosis ST 24.95: Amiga version reviewed July issueAce Rating

After tacking the haddest in Menace, you thought you'd taka a letta vacabon; and what better way



to spend your hols than on an alian-folling safari? Well, that's what Psygnosis have got in mind for your four worlds of death, destrucbon and suntan oil The situation is this: it's a jungla out there, and nature comes red in tooth and claw, so what you need is handly waaponry Soraad throughout each world are a number of acusemant shops, where you can purchase such handy gadgets as threeway fire, bombs, axtra lives - at at a cost, however. How do you get tha monay? By killing aliens. Simple

In fact, ST Blood Money is a little simpler than the joysbok-busting Amiga version, and emarges better for it. The music and sound effects are a little weedy and the scroling slightly serky, but the gameplay, though tough, is at laast compelling. Worth a look

ACE RATING: 740

#### PC



#### MENACE

Psyclapse PC £24.95 Amiga version reviewed issue 15 Ace Rat-Ing 678

As we have come to expect from Psygnosis' Psyclapse label, the graphics in Menace are superior to the everage PC game. But on every other count there is nothing here that you haven't seen in other shoot-emups. The game sets you as a lone fighter attempting to defeat the six evil rulers of the planet Dracona. Each one is encamped in a different scenario and each has to be tackled in sequence.

Your fighter begins with a full shield and relatively unsophisticated firecower. As you collide with the mynad alien Ife forms besetting you your shields are gradually deplet ed. If they should be completely run down your ship will be destroyed. Fortunately your firenower can be upgraded in the time horoured 'collect the add-ons' manner This is done by destroying all of the aliens in a single wave.

When the last alien explodes it deposits an oblong tablet Flying over this will gain you a thousand point banus. If you have time though you can pepper the oblings with shots and burn it into a more useful item like a canon, laser or more shields. The extra bits are pretty much essen-

bal too. In the later scenarios the opposition don't leeve you much ol a margin for error so you need all the help you can get. Inevitably you are greeted at the end of each scenario by an end of level guardian. These have a weak spot which if hit enough times will cause them to explode Unfortunately life is made more large number of missiles being constantly emitted by the swine. Succeed in destroying your adversary and you are rewarded with progression to the next level.

Although Menace doesn't break any new ground it is a very playable and attractive PC shootemup that certainly wouldn't look out of place in the most impressive collection.

ACE RATING: \$25



MICROPROSE SOCCER Microprose PC £24.95 C64 version reviewed issue 17 Ace Rating 915

Own recent months there has been a gampt of soccer games for 16-bit machines ranging from some really due efforts through to all-singing, all-dancing first class simulations. Fortunately Microprose Soccer talls into the latter category.

When the first version of the game for the C64 was launched, back in February this year, it was awarded an impressive Ace Rating of 915, and nghtly so. At the time it was easily the best soc

cer game available. atthough now Anco's Kick Off provides strong appoethon This conversion to

the IBM PC has lost none of the superb playability of the ongoal game. An overhead view of the getch is used to good effect, and enables you to see exactly who is in control of the ball at all times it also allows a wide variety of kicks to

be implemented ranging from a simple chip shot to soissor kicks and banana shots. The game is accompanied by a rather strained sounding ditty from the PC's speaker. There are some very nice touches too. Goals, for instance are shown again in TV style action-replays, complete with a video rewinding effect

The game implements two sets of rules. good old Association Soccer and Indoor Soca-side American rules. There are four connettions that can be played Microprose International

lenge, World Cup Tournament,

Soccer League, and Two Player

either keyboard or joystick,

although I wouldn't recommend

the lormer pobon unless you have

very dexterous fingers! Gameplay

tends to be quick and eventful

with many goals even though the

maximum length of play for a sin-

PC owners looking for a quick

gip match is twelve minutes

The game can be played with

Eneadly

armchair dash across the pitch need look no further. Microprose Soccer is a definite winner. ACE BATIMG 900



#### BAAL

Psyciapse PC £24.95 ST Veralon reviewed Issue 19 Ace Rating 726

in the tradition of good old Hammer Horror an unsuspecting archaeologist uncovers an evil that has lain hidden for thousands of years. The removal of an ancient plinth releases the demon Bail who takes possession of a lop secret war machine with which he mends to rule the world. A crack squad of Time Warners is quickly set up - their objective is to find and destroy Raal and return with the Time Machine

Baai is basically a very attractive looking platform game You have to gude each of the time warners through Beal's law, which is of course populated by a number of devious traps and monsters. There are some obstacles which have to be thought about if you are to get past them, which saves this from being a runof the-mill jump and shoot affair. There are also extra weapons to be collected to ease your progress through the game. You'll need them tog - the law is a few soon and pertainly not easy

As with all Psyclaose games, the animibon is excellent and complement ed by nicely drawn multi-layered backgrounds. The PC version

locks as good and plays just as well as the Atan version, and atthough this is by no means the world's most ongmal game it does promise more lasting entertainment than most efforts in a similar ven. A worthwhile buy

ACE RATING: 700

difficult by having to avoid the



#### AMIGA / ST



#### GAMES: SUMMER EDITIOH

US GOLD £19.99, C64 version reviewed Issue 15, Ace Rating 753

More joystick wagging from the masters of sports simulations, Eppx Rhs brine the scene in the 1888 Olymores in Seoul The garner is apparatly ufficially endorsed by the American Olympus Learn, which American Olympus Learn, who American Seoulard Control of the Seoulard Co

Some of the sprites look a bit blocky in comparison to many ST and Arriga games, but the superb three dimensional background graphics more than make up for

this. These are well-demonstrated by the superb zeom across the sladium at the end of the opening source.

sequence.
Some of the events, like
Archery, are easily mastered, but
Diving, Rings, and Parallel Bars all

require a degree of skill that will lake considerable practise to acquire. This is no problem as there is plenty of opportunity to practise inclundual events before concerne for real

Any one who enjoys sports smallstons is going to love this game, which has to be Epya's best yet. All of the events are easy to learn, but present enough of a challenge to keep you amused for some time. As an added bonus there are also attractive inetial ceremonies: A must for all poytok whites:

ACE RATING: 500

#### SPECTRUM +3

#### APB

DOMARK £14.99, ATARI ST version reviewed issue 25, Ace Rating 762

APR was one of those arcade

games that, while it was far from advanced on the graphics and sound front, scored highly in the playability stakes Colourful, cartoon style soriles and easily mastered gameplay gave it an appeal facking in many more sophisticaled machines, it casts you as officer Bob, a hard-working highway patrolman trying to keep up with his daily quota of arrests. While screeching round the streets in your car arresting immor offenders, you may also have to follow up an All Points Bulletin for the arrest of a major crimmal. Once you have him, it's back to the station to squeeze out a confession.
When this latest Tengen conversion appeared on the Atan ST it looked line. The programmers haid managed to capture the same.

had meraged to copture the same amusing carton qualities of the original connot place Spectrum werson suffers senously because of the loss of this aspect. While the sprites are all well drawn and anomaled, the monotonine green display looks dull and manages to make the game appear thicks and uninteresting.

This version is still highly playable however, and if you are a Spectrum owner who liked the arcade ongoal then you can probably live with the madequate graphics. If can't it keeping any body's interest for long though.

ACE RATING: 680

#### HILLSFAR

US GOLD £24.99, C54 Version reviewed issue 21, Ape Rating

Hillstar is another SSI/TSR game in the Advanced Dungsons and bragions series. Having suffered the aborismable drige that according to the aborismable drige that according the presented with a set of "Camp Options" that allow you to load and save character's, or create new ones.

Once you have chosen the character you wish to play with then the game begins with a nide to the flown of Hillsfar. This myolves an arcade style sequifice in which you control!

the speed of your horse and its jumping To gel to the 
town in one piece 
you must leap over 
the objects in your 
path.

Within the town you are free to explore as you wish, and can follow any quests that become

apparent during your exploration. There is also a further arcade sequence to be enjoyed by enter ing the arena. The game now becomes a primitive combist.

Enter a building and the view changes from 3D with map to a large Gauntier style perspective inside the building you can explore further, opening chests, and avoicing guards and floor traps.

Hillsfar is nicely presented, and the gameplay is pitched quite well, but there is not really much here to keep you entertained for long

ACE RATING: 750



#### ST

#### TV SPORTS: FOOTBALL

Cinemaware, £24.99, Amiga version reviewed issue 18, Ace Rating 892

The ST has certainly had its far share of sports simulations, and miniment graining those are plenty of attempts at caphaning the session of Soccer. American Football similar are a lot harder to come by, that gridron familiar need look no further, Chemaware healy released the ST version of the ultimate American Football same.

If you are already lamilor with Consamer's interactive mone software their you will not be sur prised to learn that graphically the game is excellent During romain by the gird is shown in a high 3D perspective from the Offence end, but when a field goal is attempted in impressive "Koker's by" expective is adopted Adolfanally there are some attractive 17 style sequences at half-time and before the case.

From the man menu it is possible to view game schedules and team standings as welf as playing exhibition or league games. There is also a fairly essential practice

option which allows you to try oil various plays as either offence or defence and to improve your purits and field goals. Once you are leeing conflicted its off to the field for a real partie.

For each down you have a short amount of time to call a play before the two of the grd appears. During the actual play the computer controls at the players, but the one or two under human control. This feature is risk-gent in as much as the computer gradually learns your style of play and free to emulain it.

Unless you hold a game own to wew it at a later time, all other games in the league that do not anyolive human players are played smuthaneously. By holding games you can then wew them to observe future opponents' facilics.

American Foolbalf famatics will be springly don't worry, it's not be difficult to get into, and there is comprehensive booklet on a comprehensive booklet on the rules of the game included will the software. There is also a lot to learn by smply sitting back and letting the comprehen play host functional processing the comprehen play host functional processing the comprehended.

ACE RATING: 900











migs Screen Sho

#### THEY CAN'T ALL BE WRONG!

Demands your undivided attention and sets your pulse racing Quile simply the best ST Shoot 'em-up to date Exercise your

GAMES MACHINE — 'STAR PLAYER' 90%

imidescent, irrepressible and utterly playable. In one player mode it's great, in two it's incredible fun,"

ZZAP—'SIZZLER' 94% Blood Money ranks as an all time Zzap Office tavourile

AMIGA FORMAT—'FORMAT GOLD' 92%
"This game is so visually brilliant and possesses those classic addictive qualities that once you've picked up your joystick

SMASH MAGAZINE—'GOLD MEDAL AWARD'
Graphics 10 Sound 10 Motivation 10 Value 10 - A perfect score!"

PSYGNOSIS - GAMES PEOPLE PLAY

AMIGA/ATARI ST £24 95

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## N SEQUENCE

ON BATES CHECKS OUT TWO VERY IMPRESSIVE PACKAGES ...

As reported last month, tha British Muaic Fair thia year eaw the launch of several new pieces ot software. ACE picks the best of these and subjecte them to the usual rigorous seesion on the lest bench. Two exciting new packages are up for considerelion; the all British 'Virtuoso' sequencer for the ST and the first advanced music package designed solely for the Amiga. ths much awaited 'Muaic X'. Which one is the best? Jon Bates delivers the regults.

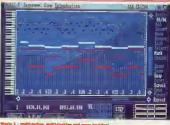
#### VIRTUOSO Virtuoso is a MIDI sequencer designed to rival

he best that the foreign software houses can gut out; in short a package with lop professional specifications but at a price thele is competiwe enough to appeal to the average home The first thing to note about Virtuoso is

that it has done away with the ST GEM environment. The claim is that GEM is slow in operaton and meant that operations took a longer time than was acceptable for studio work. Digital Muse, the developing company for the pack age, have therefore written a completely new militasking operating system designed espebally for Virtuoso. This has given the software several advantages over any rivals

The first thing is that the resolution per quarter note (that's a crotchel in traditional terms) is 480 clicks. To put this in perspective his actually means thell every note worth a quarter of a four beal bar is split into 480 divistile parts. If my abacus serves me well this is a total of 1920 clicks per bar, which outstrips any of it's rivals by miles

Other advantages are that all disk operatots are carned out as a background operatot, leaving the program to run. Recording and phyback are carried out as work is saved to disk which saves guite a bit of time. The same goes for print outs. It has very generous text landing capabilities so that instead of having to scrabble about for bits of paper to note fown various relevant intormation it can be saved as part of the program and printed out



as you work. Finally the screen re-draws itself much laster than the ordinary ST program

All this super speed and techno superiority wouldn't count for a jot unless the program was easy to use and its intricacies easy to inlow Thankfully this is pretty well true of Virtuoso all mouse actions are duplicated on the qwerty keyboard and there are no drop-down menus

Virtuoso is diaded into several main pages The main area of activity is the Block page. Up to 99 tracks make up a block (a section of a piece, and each track a separate instrumenti and these run from the top of the screen and can be scrolled through. The screen design is not unfamiliat with the controlling icons set to the right along with the counters and section markers. Since there are no menus, all the lunctions you want are on-screen all the time.

All active tracks have a bar meter and can be set to on or off. However in the block page it dich't seem possible lo 'solo' any one track although you could do this from the edit page. Recording is subject to options. Apart from the usual straightforward recording you can also heve automatic drop in and out at specified bars, and cycle record. With the latter you can either layer a track up part by part or do a multi-take, which lets you try out different ideas for say a solo and each pass is taken on a secarate Iree track. You can then pick the best or edit two or three takes together After recording your first track the online:

for real time processing are formidable; being real time it is not altering the actual track data Apart from quantize there is the extremely useful addition of volume. Most MIDI devices now obey volume control and it means that successful balance can be sel up from the screen rather than fiddling around with sliders and mix ing desks or, even worse, the buttons on the from panel of a tone module - a sure-fire rectal

Many other options are available on-screen as well ; program change, pan postbon, looping, track delay, transpose, note limits, velocity and compression plus individual MIDI litters Tracks can be cleared, copied and removed completely.

By building up a number of tracks, you have created a section of music - the block which you then file away by moving to the library page. One thing I found a bit murky was that to work on a new block you have to create or copy the old block in order to make a space for it in the library - which seemed a bit odd

Editing can be done in two ways. The graphic editing is done rather in the manner of a piano roll. The notes roll down from top to bottom of the screen in the form of squares or oblongs and the pitch is indicated on a piano keyboard under which the display scrolls. The keyboard is moveable in all directions and can also be displayed either in part or in full

The other method of editing is by a data stream which shows all the data relevant to every MIDI event numerically. Quantize is dataaftering here and an extremaly wide range of options is open for you. Apart from the Note On and moving notes there are some very fine ways of shifting infinitesimal amounts of time surrounding the notes, thanks to the high resolution. Notes can be captured around a definite beat to user-definable amounts. The strength of the quantize can also be set as well as useful features such as deleting all double notes, ining up chords to start together and a humanize function which adds a percentage error to

#### DO CLICKS MATTER?

can divide a four brial bar into 1920 time slices of 'clicks'. So what? If you want a piece to be recorded vie MIDI with every fine reance of phissing and time y when synchronized up to film and video. It is not theil other software is inaccurate - just hat this one is more accurate. It follows too that any corrections you need to make can be



#### Virtuess for the ST - fully specified, powerful, and easy to use.

inechanical bracks.
It his is not enough, another page, called the Zone page, lets you deline areas of bracks and get to work to reset any oil be note parameters recorded the note numbers themselves, the velocity, the length, the start time, a re-scaling the velocity over pre-defined pendic selder up or down, although volume dolf-lappear to be an option. Other processes concluded by the Zone page or the merging, and

general cut and past facilities.

Blocks are sorted into a full-blown piece in the Arrange page. There are eight streams that can run simultaneously and so therefore up to eight blocks can be run of any one time. Tempo shifts can also be inserted here although transposition dight seem to be an option.

Virtuoso will save in its own formal or MSDI file format and there are options within the program left for future developments such as using 64 tracks of MIDI, assigning notes or MIDI events to control parts of the program and synchronization from SMPTE format. Altagether a superb and very well though through originary.

Virtuoso ST £225.00 Contact The Digital Muse on 01 586 3445

#### MUSIC-X

Mace X is not only a sequence for a fillio asvoice programmer, a simpler, and a Millio astroited it bases fail advantage of the multi-base controlled its bases fail advantage of the multi-base part specifically designed for a filtroited in view as procedure of the programmer of the run as an ASOO, it is recommended that you have a all least 1 megality of 1 Mall In the second of the programmer of the programmer of the descens. Since if our play bases four makes an ideal sturring point for implicitly and makes an ideal sturring point for implicitly and hard programmer of the controlled of the programmer of the programmer of the controlled of the programmer of the programmer of the controlled of the programmer of the programmer of the controlled of the programmer of the prog

Three disks make up the total package, the program disk plus examples and utilities.

SAMPLING

The default page is the sequence ecupped with the familias lape recorder score of Pause, Record, and Stop with Fast Forward and Back in addition to this are Begin which is in effect igning to zero - and Ead which locates the last two bars if you wish to add on extra bits or continuations. All the continuation with most overy much as you would expect with in nisty overy much as you would expect with in nisty overy much as you would expect with no nisty.

surprises. There are four Oce bottons which can be set at any port within the pence for fast uncess to orrical points, but can compare the stored versions of parts with the versions of parts with the version of parts with the version of parts with the person part recorded by thingly Previous for parts under the record buffer. Once face on the company part, and the person of the

Any sequence can be turned off and on attough not in and flight. Once the piece is playing, the top right hand window shows the sequences that are playing at any given bar. The lempo is set from the sheer and if you want to after the number of bests per lab this is catered for by a large amount of time signi-

On the sequences page the output channels can be set - all input channels are set from the filter page. The sequencer will punch in and out either automatically from setting the bars or manually. As you would expect, sequences can be copied, merged, over-econfed, overdubbed or seconticed events extracted.

Mass X has very comprehense synchrorozaton leahues. In will respond to sis own internal clock, external MIDI clock, internal Video clock, vinternal MIDI clock, internal Video clock, vinterna be used as a guide for through against video, the new MIDI time cook, and SMPTE internal cook or the latter you will need external SMPTE hardware. It will also specie up with drain matchines and other secrements to any given post: by using the MIDI some possible portifer.

For editing, there are two methods: the Bar Editor which is a bar graph display and a data stream editor (event editor). In the lorner, notes are represented by oblongs with different MBI channels having different colours; upright bars refer to the velocity and aftertouch. These are overlaid on a gnd and the display scrols from left to right. On the for left is a vertice prane keyboard which provides a patch guide, although notes are not actually highlighted on

d. Quarboston will only work on notes once they are in memory. Detre is, so quarbos on they are in memory. Detre is, so quarbos on a ferror dand so it a data silvering and not have having set the grid sore to which the main their behangs set their grid sore to which the main set indused confirm, you then quarbost ended to the specific process. The content of the specific shorter on the content of processes the velocity and/or office to processes. The velocity and/or office that one of accrease the velocity and/or office that one of accrease the velocity and/or office that one of accrease the velocity and/or office.

united bodies and week with the cursor with the cursor with the cuptors of stody, moves, delete, man's, of stal paster. Nelse can be respitived or storated by dragging on them. There are some deleter of the cursor state of the

tem the scroll function off.
Trinstpoons securions is via the Pay
Sequences, the method of song assumity
used it also seemed to be the only viety of
transpoons entire soquences, which I soon
to lie be the most substactory of methods
Perhaps a wendow that would have alleved
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The fifter page maps out the MIDI information coming and routes of to wherever it is warried. This is a most comprehensive page which had also modify MIDI messages ast well as dending any keyboard to into a spik MIDI keyboard. It will also marginly or doubt their like patchbend so that they don't have so much effect when swopped from one instrument to another. Any setup you make as stored as one of flor Keymans.

Music X is unique in that it is a comolete sait of programs under one unforella and all departments are very well catered for All Armiga owners should start saving now ear without MIDI you can still use the internal valces. There were one or two things that I fet, were missing, but overall the best package this were missing, but overall the best package this.

has graced the ports of my Amiga.

Music-X Amiga £199.00

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AVAILABLE ON SPECTRUM, AMSTRA C.64 AT £9.99. DISC £14.99



### TRICKS 'N' TACTICS

A HELPING HAND, COURTESY OF OTHER ACE READERS



New Zealand Story

#### C64 POKES GALORE

Courtesy of Casey Galacher, Reading here are a few helpful infinite lives pokes to gave C64 games players a helping hand. For all of these pokes you thould lead the game as normal then reset and enter the poke followed by the SYS call to restart the game.

NINJA COMMAND
POKE 10457,173
SYS 14848 or SYS 13810 for the

SYS 14848 or SYS 13810 for the top score BOMBO POKE 11417,173

SYS 387
PHOBIA
POKE 5390,189

ige

ent

POKE 5390,189 SYS 2172 DOMINATOR

POKE 2293,165 SYS 2113, then reset and enler SYS call again.



POKE 8448,173 POKE 8448,173 POKE 14730,173 POKE 33056,173 POKE 11565,173

POKE 15185,173 POKE 63142,173 also POKE 13591,173 for unlimit ed ammo.

SYS 5346 (or SYS 32768 for a lit tle message).

## THE NEW ZEALAND STORY

How is it that the programmer's of the cutest game of 1989 also turn out to be the most foulmouthed. Sinnezz in' Theo of Luton tell us how to get infinite

While playing piess the DEL key and the game will recet to the bit screen. Now type M and the laser gun sound will be heard. Now type in sequence MOTHER FUNCE/MYMBASTARD and a fancy title tune will be played. When you next start the game your Meometer will show a small kine and a 9-4

sign
They also sent us the following useful tips:

LEVEL 1,2: Shoot the bisders and collect the blue "E" on the floor to the right. Now hop back to the pontly out started at and stand on the list two blocks on the left side of the second floor. Shoot towards the left wall while doing try hops A large black hole with fire in it will appear undermost the leave.

LEVEL 2,2: Find a balloon and float up to where the bears on balloons emerge. Stand to the right of the green left-pointing arrow and shoot the bears' balloons away. Repeal this until snother hole appears. Now hop into the hole and this will put you underweath the lows again.

LEVEL 2.4: Just before you rescur the kww stand on top of the steps and shoot towards the right wall. A hole will appear, Hop into this and you won't have to left the big bad octoous.

Let fire bugs duplicate and shoot them to get a selection of

#### useful goodies like Potons (these make you invincible for about 20 seconds), or Books (which kill everything on the screen). If you are a double-pinted

If you are a double-planted C54 owner her is another infinite lives cheat for New Zealand Story from Brian Docherty, Glasgow.

Place the side of your hand over

the keys W.E.R.T.Y. Now bring the palm of your hand over S. D. F. G. H. and peess the spacebar. The border will turn grey indicating that the cheat mode has been activated. This cheat will also work on level one of Dominator.

#### DUNGEON MASTER

Nathan Powell from Beckenham provides a little help to those still puzzing over this superb game from Marrorsoft. "What is underfact is still over

head': Place shields from skeletons on the pressure pads astep out of the way to dodge the fireballs. Now walk onto them. "This fountain takes one wish": It also takes one con. "Time is of the essence" (Hit and

Run) Drop items not needed to fight and press the gem in then





#### **Pungeen Mexter**

LEVEL	ITEM	ABILITIES
12	Armour of Daic	Makes you haid, see
0,11.12	Armour of Lyte	Weighs less
	Bolt Blade	shoots lightning "
7	Crown of Nerrax	+10 wisdom
	Diamond Edge	Extra damage
(3)	Dragon Spil	+7 Mana
54	Eye of Time	Freezes Ide"
7	Ferel Pendant	+1 Wizard Level
14	Fire Staff & Power	
13	Gem	+2 Pnest
	Flameban	+12 AntiFire
	Flamitt	Shoots fireballs
23	Fury	Shoots Arebal's *
NO	Hardcleavē	Extra damage
7	Illumelet	Creates little light
5	Inquisitor	+2 Mana & extra dam.
12	Masterkey	Door within Jomb
Až	Moonstone	+3 Mana
3,7,9,12	Ra Keys	Doors within tomb
81	Ruby Key	As above
	Scentre of Eut	45 Mone haste & bobbs

+4 Mana, Disrupt spell

+4 Mana

## BATMAN

#### THE PENGUIN'S MANSION





I the Pengun and Joker are making life just a little too difficult then this toric for infinite lives from Mark Lawrence of Basidon should come in handy;

10 DIM CODEX(255) 20 FOR N=0 TO 151 30 READ AS A=VAL("&H" +A\$) 50 NEXT N 60 CHEAT-VARPTR(CODE%(0)) 70 REM TYPE IN THIS LISTING AND SAVE FOR FUTURE USE 80 REM INSERT BATMAN DISK AND RUN THE PROGRAM 90 REM GAME SHOULD LOAD AS USUAL WITH INFINITE LIVES 100 DATA 41FA, 0014, 43F9 0007, FEOQ. 2F09, 707F, 22D8 110 OATA 51CB, FFFC, 4E75, 70FF, 2078, 0004, 4EAE, FEB6 120 DATA 2200, 5280, 6700, 00A6, 4RFA, 014E, 3AFC, 0400 130 DATA 429D, 3AC1, 93C9. 4EAE, FEDA, 2ACO, 2A8O, 2B4D 140 DATA DOOR 5890 4295. 48FA, 00FO, 1ABC, 0005, 3B7C 150 OATA 0030, CODA, 41ED.

D038, 2848, 0006, 41FA, 00C0 160 DATA 7000, 7200, 43FA 00CA, 4EAE, FE44, 4ABO, 6600 170 DATA 005C, 700C, 99CC, 6118 7DD2 49F9 DDD7, 0000 180 DATA 610E, 45EC, 01FE, 47FA, 0026, 613A, 4EEC, 000C 190 DATA 43FA, QOCZ, 22FC 200 DATA 93C1, 3340, 001C 3341, 0012, 4EEE, FE38, 2057 210 DATA 217C, 5354, 4152, 06CE, 317C, 5400, 06D2, 45EB 220 DATA 01CC, 47FA, 00GA, 34FC, 4EF9, 248B, 4E75, 43F8 230 DATA 0560, 2F09, 22FC, 1038, 1281, 328C, 4E75, 45F9 240 DATA 0007, 060A, 47FA, 0004, 60DC, 4278, 00EC, 2230 250 DATA 038E, 05A2, 203C 11FC, 0000, BOFC, 4D28, 6706 260 DATA 223C 0374, 0596. 2180, 1000, 31BC, 303C, 1006 270 DATA 4841, 2180, 1000. 31BC, 4E71, 1006, 4EDO,

280 DATA 6163, 6864, 6973, 682E, 6465, 7669, 6365, 0000

While still on the subject of Batman - The Caped Crusader, I Palk of Berkshire has compiled the following maps for the Penguin Game. He tells us that a map for the Joker game is not necesarry since there is only eyer one

route to follow. Here is a very useful list of objects in the games, also suppired by Mr Palk:

#### THE PENGUIN - 'A BIRD IN

b

HE HAND'	
term	Usage
Spanner	Bruce'll fix it
Same Disc	Insert the disc
Police Badge	Don't make me
	use this
(ey (Balcaye)	In a pickle

No Pin? Oppos! Grenade Rope Getting you down? Black Room Lift Key Getting back up agam Dart Throw at dart

Pass Card A clue -pass it Video Tape

Key (Mansion) Locked door Stay sharp Knife Trumpel On the night track

Tweezers/ Magnet

On the right track Useless items Ignore The following items recharge full strength: Bread, Canned Dnnk, Bolled Sweet, Fried Egg, and

#### THE JOKER - 'A FETE WORSE THAN DEATH

Usage Item Bulb Black Room Men at work Crowbar It's getting Gasmask smelly

False Teeth To allow eating Wire Cutters To diffuse bombs Money Has the penny drapped Use with gun to toad it Gun Open season?

Sunglasses White Room Handridfs Arrest the real Joker Joker Card To go through Joker door Knite To free Robin Simply use once Play Ears

As above White Flenhant Useless item. agnore it The following items recharge strength fully Carrot, Fish, Canned Drnk, Carton of Mik.

Harmonica

then drap



#### THE PENGUIN'S WAREHOUSE

BIRST ELDOR





### INDIANA JONES AND THE LAST CRUSADE



Go down the rope slowly. At the end of it, jump to the other rope quickly. Wait until the man has



rope quickly. When you are at the bottom, go right. Wart for a piece of rock to fall and then sump up the rope. Walk along the platforms and get the torch, Now go back and drop down onto the whip Kneel down until the gun man has stopped fring and then whyp him quickly Go right until you reach the two guarnen Kneel down until they turn around and then jump over the barrels. Now follow them and when they turn around, whip them. When jumping onto ropes, go to the bottom of the rope before you sump or you will the Jump off at the end and who the man, Wast before climbing the rope because of rock falls. Take one torch and climb the rope. Stay on the rope until the nearest man has just gone up. Jump across and wart, Jump onto the second rope and follow the man up until you see the first man go down. Jump across, climb up the first rope and jump into the siding

run into the passage at the other end of the corndor. "Don't let a closed door stop you":

Chop II down in other words "None shall pass": Unless you have a falchion, chop this down

"Cast thy influence, cast thy might": Use the 20 scell to open the door, then throw an item across the pit. "When is rock not rock". When it is

an illusion a pace to the left (The "This wall says nothing": Not

much anyway "This is my prisoner, let him suffer" Don't take orders. Throw something you don't need at him. or is it her

"You will regret that". Not it you want to go on to the next level. "Short Cul": Put a gold key in the lock and a transporter will appear Make worms follow you to it. Go in and wait a few seconds, then go in again. You should land on them. If not, try again On the secand level there is a door you need to open with a gold key Don't Just chop it down and keep the

"Lighter than a feather": Air! No Corbamite

"Beware my twisted humour, the deceiver, the snake": Become a Snake and go left until the end, nehl until the end, and so on. "In death still thrists for bullion". Put a gold com in the small hole in

"Riddle room": You need a bow. gold coin, and blue gem to open gate, but with Mirror of Dawn as well, you get a prize

### DRAGON ALNIN

Mark Russel from Southport explains how to dispatch your

Samurai Warriors: Run under them as they are in mid-air. As they land, perform a back kick

Crawling Ninjas: Armed - wespon down-night, left, Unarmed - Kick down-right, left,

Guard Dog: As for 'Crawing Ninja' Grey Ninia:

Dron to lower level or super sump to higher level just before he starts to throw the stars/mines. Fat Fire-Breather

Armed - Just keep striking him. Unarmed - Super punch and spinning kick Second Level Guardian: Super Punch Keep standing on

hub of the truck Green Multiplying Ninja: The somming kick and Super



sees on the Sees

### CONSOLE CORNER DOUBLE GRAGON -

SEGA

For infinite lives on a one player game, play through to level four, then move directly up to a doorway Move to the centre of the door and do leaping reverse lacks until PUSH START appears for Player 2. You will now have Intrate lives. If you are playing a then follow the same procedure. Both players will now have infinile lives. (Daniel Eizen, Lon-

RAMPAGE - SEGA When the GAME OVER SIRT ancears push both buttons and you can continue. This will work up to three times (Paul Eales,

ALTEREO BEAST - SEGA If you think three energy

squares is not much to start smultaneously with button 1. You will now been with five energy squares (Paul Eales) GRADIUS - NINTENDO twace, down twace, left, right, left, right, and unpause the

game for nearly all the weapons (Guarntom Lee, Lort-DRUNKEN MASTER - PC

ENGINE Turn the machine on, then off,

then on agen. Hold down the release the RUN button and rush LIP pace. Now release the SELECT button and push UP three times, RIGHT six times, DOWN twice, and LEFT three trnes. Choose the stage and make yourself invincible. You will be returned to the title screen

GHOST HOUSE - SEGA To gain points for extra men

quickly, jump on about 15 arrows on a screen, then everythere will turn vellow. You can now walk through everything, getting 1000 points for arrows, daggers, and murnmies On screen 2, always try to same on a dagger before lacking Dracula (Steven Lowly, Doncaster)



Altared Beast on the Sequ

#### Punch are the curckest way to get nd of him. When he lines to jump over you, give him a mid-lock. Armoured Giant Ninia: Armed - Keen hitting him

Unarmed - Super Punch, Positon yourself right in front of him. When he does his suger kick. rumo into the ar.

### CARRIER COMMAND

If you're having trouble taking over enemy islands or occupying neutral islands then try this. When in range of an island turn to the man Zoom in on the present island Now simply press F8 and the Island is yours!

(Quncan Harris, Haistead)

### YOUR NAME IN LIGHTS?

Do you often buy supposedly within hours, and then wonder what all the first is about? Can most secure new releases quickly? Are you capable of mapping games clearly and producing sound tips for tions is yes, then you may well be the sort of person we're looking for We plan to crackers to produce the best tricks, bos, and cheats avail able anywhere. If you are prefor a hdy reward of course and think that you can come

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Priory Court, ECIR SAU



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g z Footballe Of The Year ie not just ball-skills and the glory of goals, you have to be part of e team and heve an in-depth knowledge of the

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THIS IS REA



CLUM STOTS FROM THEORY FOR







iff the picc of better recketing our Pick 4 and Glance Guide to bad-glance Guide to bad-glance shape age games has every been moute invaluable. You can now buy a badged 8-bit casselle for the same picc as they pirts of Ternantis Extra at the ACE learns favourist watering hole (Dir Picce, Parringdon Lance). What is more, as piets of Ternantis Extra will net you a 16 bit date now that the new wave of budgel. Armga and ST this are beganning to appear.

LER

AR 2

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123

the

titles are beginning to appear.
Of particular interest this month are Crystal Castles, World Class Leader Board, Football Manager, Paperboy, and Yie Ar Kung Fu – all for the price of a pint or

SOLDIER OF LIGHT Rad £2.99 Spectrum, Amstrad, C64

Scroling shool 'em up in the Forgotten Worlds, Crossware mould. Lots of power ups, the odd bit of platform leaping, and particularly witdown end of level nasthes make SOL an OK – but for from excep-

total – shool 'em up.

All 8 bit versions reached a competent level in both graphics and should

and sound

A well known, it slightly over rated colingo conversion in its day. Good buy for those deler immed fo have every comporthal.

even bloeped in their collection.

JACK THE NIPPER Klick £2 99 Spectrum, C64, Amstrad

Jack the Nippes gave to computer gaming one of its most treasured gameplay devices – the Naughty-oneter Every time Jack goll up to a proce of machine like finghtening the cat, smalking plates, or laking post shots all people with his pra shooter so his Naughtypeme-

**BLASTS** 

PAST

BLASTS FROM THE PAST BREAK OUT ON BUDGET...

If you've missed out on some of the great all-lime hits of yasteryear, now's your chanca to pick them up at knock-down prices as software houses continue to release charibusting games on budgat labels. Here's this month's guide to unmissable bargans... plus the addresses to order from if you have difficulty finding them in your local corner shop.

ter' would go up. The nappy-clad Jack makes for an amusing mulb level challenge, Puzzles of medium difficulty level and lots of laughts.

WORLD CLASS LEADER BOARD

Klasstx £9.99

The classic golf game from Access has undergone an almost constant process of upps ading, tweaking, and development of new courses. World Class Leaderbaard was one of the later versions and has therefore bene-

RAMBO HI SQUAD E2.99

Spectrum, C64, Amstrad

Stalions looks wimpy in

This was Ocean's biggle for Christmas '86. A four directional scroling shoot 'em up paned on the firm of the Station commendo move hero,bul owing a major clebt to the Capcom coin-up — Convisioned.

More hostage to be rescued behind enemy lines - but this time the player needs eyes in the back of his head as the enemy troops come al you from all drechons. A valiety of weapons are at your disincluding grenades, bazookas, and an army knife. Later in the game you have to find the chopper and ferry our more hostages. Graphics based on a Vietnam scenario as per the film are coded to a high standard on al 8-bil machines Tough shool em up with a fair degree of planrang and strategy required to be successful

THU

720 Kuox £2.99 Spectrum, Amstrad, C64

This Atau conog really bried hads when It showed up in I showed up had acrades in the Summer 01 87. He had acrade showed in the saw with its skell boarding here Calain multi coloured Bermudas, quiffed har cut, and loud surf-pair human pumping out the cabinet US Gold were straight in for the home rights and turned up at Christmas of the same year.

Unfortunately, the gameplay never really lived up to als sprends graphics and besic game idea. This was not USG's tault. They made a good job of most of the 8-bill conversions (C64 was the best, Spectrum and Amstrad just

The awn is to successfully regionate the lour skietparks - winning points and prizes Skietning between challenges can be hazardous as the Bucks, biters, and body butlets that also mobility the streets are not all all keen on skale boarders. A must los skate board stylest.

### FOOTBALL MANAGER

Prism £5 99 ST, Amiga

Prism could well cause a storm in the games business by priong their classic tool ball management game at 25,99. This could be good news if other companies follow still FM is the standard management soccer game Pick you likely form, check the largue positions, – its all there as you become Clooghe for an after-

noon. Highly recommended





ROAD RUNNER C64, Spec, Amstrad

This Atlant com-op gobbled stacks of coins when it appeared in the arrades early in 1987. It made the strange decision to cast the games player as the Road Runner rather that Wile E Covote - the hapless hero of the cartoons who never quite manages to catch that darned bird. The aim is to put as much distance between you (Road Runner) and Wile E as oossible

All of the falls of the con-op are here - the ouff off smoke at Road Runner's feet as he hops on the jet nowered skate board, for example. There is also the posici stick escape roule and the various bits of grain to be pubbled up by the bird as he moves. A simple but amusing conversion of the Atan comog Good fun - even f you only get a few days challenge out of it.

### THE REAL PROPERTY.

### BATTY

France £2.99 Spectrum, C64, Amstrad

Batty is an Arkanoid clone. Bonnce your balls off the bles to take them out one by one Various power-ups can be caught to enable you to do this faster. Dozens of this type of game were launched about three years ago as the software industry demonstrated its traditional lack of onesnality. Still - the games are hugely addictive and Batty is as good a rendition of the genre as you are likely to see

### THE

#### **GREEN BERET** Hit Squad £2 99 Spectrum, C64, Amstrad

One of the first military shoot 'em

mandos sent in to resone them Dash left to right taking out the Rossians as impressive back drops of a naval base, arreraft base, missile base, and grant army rockel lennichers and tanks scroll past

Intelligently Thorieff out shoot 'em up with excellent graphics and impleiemented on all 8-bit sys-

### INTERIOR

#### VIE AR KUNG FU Hi Sauad £2 99

Spectrum, C64 Amstrad



Cuts platform capers in the Eubble Bobble tradition.

arcades when launched by Taito way back in 1985. Ocean cleaned up with the home conversions in Summer '86 and now they offer you a second aftempt to rescue the hoslages at £2.99 Deep behind enemy lines six

position in the Spring of '86. You are the brawn contender Oplone opponents in your grest to become the Kung Fu Master, Two hostages are roped to stakes moressive backdrons - an onenabout to face the firing squad. You fal femple and a water fall provide the setting for the scraps. The are one of the green berel com-

A classic Konam beal 'em up thal

earned Ocean a chart topping

encounts have differing abilities and weapons such a Stars and Nunchaku so it is essential to master the vanety of different kicks, punches, leaps available to you in Yie Ar There are sodeen possible moves in two modes which puts Yie Ar Kung Fu a notch or two above the multitude of heal 'em ups that have been launched over the years. Again, all 8 bit titles were converted to a good standard.

### INTERNET

### BOMBJACK II Encore £2.99

C64.Spirc. Amstrad

Efte had high hopes for this seanel to the Tailo platform classuc m Spring '87. Although the game play never really matched that of its stable male Bubble Bobble, it was a good, addictive, platform challenge nonetheless The cute character from the nonnal game is not ginte so cute in this segnel as he comes armed with a kinde to deal with his adversames. The display has a semi30. effect as BJ leaps onto the screen as he explores his platforms These are scattered with treasure which 8J must collect - bent careful to avoid the mutated dinosaurs who would prefer to keep the treasure themselves. Not in the first division with Bubble Bobble but in the same league

### PITTITIT **CRYSTAL CASTLES**

Kiry 52 00 Amstrad, C64, Spectrum



uos and a monster ht m the Crystal Cartins - a classic 3D style Pacman with accret passages and a wickes witch in possift



Another cult com-op classic is

about to sneak out on budgel, and luckly for you if you missed it the first time - highly likely as its laurch at fulf price three years ago was a strangely low key affair Strange when you consider that this 3D Pacman style game was one of the most addictive cabnets ever to sland in an arcade. You play the part of Beniley the Bear who must gather all of the gems dotted around the floor of eighteen ice structures Each level must be completely clear before progressing to the ned and Bentley must make use of the lifts, pulleys, ramps and hidden passages if he is to succeed The skelelons, bees. Gem Eaters and Berthilda the witch are keen to hang on to the gams. Ultimately pointless yet totally unputdownable arcade entertainment

### WIND IN MONTY ON THE

RUN

Spactrum, C64, Arnstrad

Up there with the best of platform games produced for the home systems Monty has two main strengths - humour in abundance and a brillian! 'Loony Tunes' style sound track. The own of the same is gel the recently escaped from Scudmore prison Monty safety out. of the country on a channel tunnel before the cops calch up with him Vanous items have to be colletted and used if Monty is to succeed. The puzzles are intricale yet the game plays with great speed. All-time platform classic

WINDS

### PAPERBOY Encore £2 99

Spectrum, C64, Amstrad This Atari comos became Fille's

biggest over hil in the Winter of 86 and is software proof of the lact that a paperboy's job is a tough one. Hop on your chapper bike fitted with a baskel and get those papers delivered if this sounds tame, bear in mind that in the States it is acceptable for pagerboys to sfing the pagers into the porches without dismounting This speeds things up a bit but it's still no pushover with hazards that include cars, workmen, drunk ards, and -kamikaze lawnmowers out to cripple you. Bonus points can be samed by loobing the papers through the windows of non-subscribers. Maybe ACE should try this. Several levels, and extremely well executed graphics on 8-bit formals make for a budget classic worth two pints of anyone's money

### THE PARTY IN ARCADE FLIGHT SIMULATOR

Codemasters £2 99 C64

Arcade Flight Simulator from Codemasters is a lot heavier on the arcade than on the simulator. Don't expect anything akin to Falcon in this one. Having said that it does have a bit more to it than simply flying around the screen blasting the enemy You have to refuel, check your ammo, and drop bombs on enemy targets. As you progress through the levels there are more targets to be taken but Some neat aerial combal scenes make for a moderately amusing

### FIFIE GHOSTS AND GOB-

LINS Encore £2.99 Spectrum, C64, Amstrad

499695

Arma outstrotched, the living dead ere overywhere after the Ghosta and Gobs knight -- in his quast to rescus the princess

Ghosts and Gobless was one of the first really huge arcade adventures to appear in the arcades. It was so big, and so lough that you had to pump pockets full of change into it to get anywhere. For this reason most people believed the Capcom trile would convert well to home use.

Which indeed it did. You play a Knight in shining armour sent on a mission to rescue a princess. Scrotting horizontally you have to waste the various ghosts, ghouls, and fiving dead who emerge from their graves to thwart your quest. Well decorated with Magazine accolades when it was launched in Winter '86 and, in 1989, a solid budget purchase.

FIFT

#### MIG 29 - SOVIET FIGHTER. Codemesters £2.99

Spectrum, C64 Amstrad

Codemasters, choice of arcraft for this arcade game is very clever. NATO rate the Russian et. as the best fighter to emerge from their designers ever Although the USAF will not admit R, informed sources think it is a match for the F16 Falcon. Unfortunately you cannot get

much of an idea of what the plane is like as II appears very small on screen, and there is no marual al all. Gameplay makes up for it though, being Defender-like as you pick up parachutes for bonus points Nol a real simulator - but it still has lots of dials to be watched - fuel, distance, wapons, to name but three Rest of all though, this is your turn to be the

### FIFT

#### **ALIEN SYNDROME** Rad £9.99 Atari ST, Amoa

This Sega corriop gathered a cult following in the arcades in 1987. is ugly end of

fevel nastes made up of what fooked ike a mass of grant bulls' eyes could really make you chuck if you happened to wan-

der mio your local arcade after a greasy kebab li's a four directional scroller with an over-head perspective - in the style of Gauntlet. The arm of

the game is to rescue your colleagues whom the altens have caged in tiny cells along the walls of each level As you set about doing this you will also have to waste the aliens who are determined to hang on to their captives.

By comparison with the latest com-ops for 16-bit machines Alten Syndrome now looks very basic. Graphically the 16-bit versions compared lavourably to the com-op original. Fine for a while but lacking in long term appeal

WWW



### NINTENDO UPDATE

of the new 16-bit consoles, Nintendo owners can still take comfort from some of the best

gameplay on offer.

Whatever the attractions

referso are emerging as the BM of computer garners. With a small computer garner with a small computer and along the small control and along a small a modify garner enter in Europe, their power has been used to be obscillator egists to almost every major consistency of the small computer computer in the small computer computer in the small computer computer in the small control i

Here are four of the latest offenness, including a real gern. Tetris, running on the Gameboy hindheld. Playing Tetris on the train with head-plates on is an experience worth paying a lot at dosh for.

### **IKARI WARRIORS**

Two player warfare in the jungle

SNVs ikan Warners is typical of the new wave of titles. You won't see it on the PC Engine, Settle, or any other console. It's a two player shoot fan up where you and a chum are "Paul and Visice with secret orders to invade an

The game scrolls in four directions - Commondostyle as hordes of enemy bropps come in your Stacks of power ups are up for grates to help the dynamic doo in their manicaunity has a greated switch you will need to take out the pil boxes, tanks, gales and choppers. Team work is the key to success in Bean

Warrors. You need to advance in planned stigets protecting each other as you advance up a screen Tinely suitables can be aworded by picking up 'K' power ups. These act as smart before sweng out everything on screen, Graphics are community in particularly the

The ercade his comes in Nintende, but will it prove se popular? opening screen which shows Paul and Vince's plane crashing into thick jurgle foliage. The over head view of the game shell is charotensed by desert, jurgle and overs - with the enemy emerging from native buts, and for

As a shoot 'em up Ran Warnors so't gong to win any awards. The game play seems a bit deled" - particularly in the way the power ups work. You don't have any control over them as you do say in R-Typa. The conversion has the speed of the arcada original but is slightly let down by was difference in graphics.

If you liked the comop go for it. But make sure you have Gradus in your collection before you buy liken or any other Nintendo shoot 'em

£29,99 on cartridge.

Verdict: Simple ahool 'em up with little

lesting appeal.



Cheele N' Gobilne was quite Sierally e moneier hii in

### GHOSTS AND GOBLINS

Spooky goings on in Nintendo land

This classic Depoin pointed a Tough challenge for gamers when it his the process in the Summer of '86. You had to pump pounds worth of cons into it to explore its seamingly encless farry tale world. Thankfully, its commercians to play at home gives you a more realistic chance of cracking it.

You are cast as a Knight in Shining armour (Well eventually when you lind the armour that is) who has to rascue the beautiful princess looked (yawn) in a castle (yawn) by the devil 722222

Wake up! If may be a comy plot but it's cute, addictive and good fun.

There are seven levels to be applied.

before you come face to face with the Devil beyond the severally gate. Various weapons need to be picked up and used if your knight is to defeat the various ghouls, ghosts, lung dead and Zonobes that the devil brings into combat agents your Knight.

Your weapons are Torches, Swords, Axes Crosses, and Javelins. Tooling up is essential when you confront the end of level demon. You destroy him to win a key to the next level.

The success of the compo was largely to do with the larry tala appeal of the graphics. The castlast, churches and graveyards were so convening that it was easy to lose yourself in the atmosphere of the game. The Neitendo

struggles to emulate this worldwith very glitchy graphics. The game play still manages to provide a tough challenge that is going to take some time to com-

Lots of hidden characters and pitfalls will be discovered as you play the game - like a Magnician who has an annoying habe of turning you into a frog, and the Red Devil who seems invancible.

The broubta with the Notendo is that, despite it having a library of coin-op conversions far larger than any other console or



computer, the machine lacks the graphical power to emulate them effectively. This is not a problem in some of the excellent original Nintendo titles like the Mano senes - where the games have been designed within the framework of the NES's capabilities. But in games like Ghosts and Gobins it is really stretched. Having said that it is still recommended to fans of the com-op. All of the game play is

### £29.99 on cartridge

Verdict Arcade adventure that you won't went to put down until you have rescued the princess.

### RUSH 'N ATTACK Kill Russiuss and save ver chums

Rush 'W Attack will be more familiar to most gamers as Green Beret - which was what the game was called in the UK. The Rush'W Attack life was the American name for the game. For reasons best known to Nintendo they have decided to markel the game under its American bandle in the LIK.

If you are now totally confused let me remind you of the scrolling shoot'em up with the impressive military backdrops of a naval base a missile base, army barracks, and air

The aim of the game is to rescue the hostages that are lished to a post awaring the fring squad. As you dash from left to nghi the enemy soldens come af you in waves. Armed with a commando knife you will also need for pick up a shoulder mounted bazooka if you are fo progress to the next level

The secret of the game is timing. Leap, stab, and run at just the right moment to kill the enemy and get on to the next strategic cont in the game.

Green Beret/Rush'N Attack is everything you could ask for in a 'legging it' shoot 'em up. its nice the way you can go up a bit - climbing onto tanks or planes, without degenerating into a total platform exercise



Green Serel, an S-bit his new on Nintendo. Same as

Best thing of all about it though is its endgame sequence assuming that you are macho enough to get there. And no. ACE is not going to describe it for you just so you can brag that you did it all on 'yer fod.

#### £29,99 on cartridge

Vertical: Good, tough arcade conversion that doesn't suffer at all from NES's natt graphics.

### **TETRIS**

The hand held standard

OK, so the Alari Lwix hand held may have a full. colour LCD display. If may have a processor that moves faster than an Arriga. Il may also hour software like California Games and stacks of other 'quality' American games wating in the wines, but I would trade all of these for just one go on Game Boy Tetris

If ever there was a computer game argu-

meet for Glasnost Tetrs has to be it. Designed by a fearn of Mescow University students the game takes Space invaders, turns it inside out, adds a geometrical rigsaw puzzle challenge with a time factor element thrown in

You get just one go. The aim is to place the squares, oblongs, "L' shapes, rods, and single cubes logether in such a way that they form a solid horizontal line. Using your game controller (the same as a Sega or Nintendo four directional padl you can rolate the shapes to find the best position for them to fit the ouz-

If you can suss it the second they appear on screen then you can whizz them into postion with your controller by keeping your finger pressed in the direction you think it will fit

It's simple to learn, yet extremely difficult to master For this very reason it is the best game you could think of to convert to a hard held. It doesn't need flash graphics or sound although in the sound department it performs pretty well on the Game Boy in

full stereo through Walkmanstyle head phones

The beauty of Tetris as a hand held game is it gives a purpose to the seemingly pontiess pursuit of computer game high scores Everyone wants to kill time occasionally. on a train a bus, or even in a Cornish havel without running water to make a h-tech break from a heavy weekend of transcendental meditation. Tehrois se totally absorbing, addictive and easy to get into that it achieves this far better than anything else that currently exists in the growing library of portable computer entertainment, it is in fact, a meditation

£25.99 on certridge Verdict: A game to lest a litelime. It is to allicon what Chess is to cardboard and



Tatria — a dacipilively simple Idea makes a superb brain ga la new avallable for the Gameboy!

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"Dragonninja is fun to play ... well implemented and extremely addictive." ACE MAGAZINE.







AND RE

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# ED UP.



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CTATO CORP





### **ADVENTURE**

INDIANA JONES GETS HIS OWN GRAPHIC ADVENTURE

or those of you who saw any of the indiana Jones moves, and came out of the cinema wondering what it would be fike to actually BE a hero, your chance has now arrived in the graphic advertise version of the US Gold acade same.

The first lbing you notice about lidy is it's impressive packaging. Aside from the six (count them) six disks that the ST version comes on, there is a code translation table with its transpariel liftin decoder, and a sobfour page copy of the Dr Henry Jones's Grab Dary, contaming various clues and background information for the game. All sadely you are



Neat pice, but the animation is a bit dodgy.

cuity, indy can generally outputch them by pure speed.

The graphics are mostly of a high standard, as you would expect for this type of game. The backgrounds are all well drawn and many cases amurated. Simple effects, such as lightning, combined with some storry effects really enhance the atmosphere. Although small, each character is well defined and detailed but these sommation is simple and unconstrong in the market, the characters will estimate the standard of the simple constraints of the simple constraint

ol screen directly in front ol our hero, is visible.

Sound is reasonably well implemented.

# INDIANA JONES AND THE LAST CRUSADE

US GOLD/LUCASFILMS follow arcade action with graphic adventure

beginning to feet the part and you haven't even switched on your computer!

The parie fisell is an incade adventure in some of the provision scaled light of the search of the provision scaled light of release 22th McCrachem and the Alest Michaelm of the search of the stores, any game messages or diseigned of the stores, any game messages or diseigned and search of the s

Your first task is to locate the conject enset werson of the Grad Dary, which can be opened up at key moments to give addected class to brose in the written version. Having found that it's off to Verne to search for the minarce to the first of the mace sections, the catecomist, and a clue to the location of the fivily Graff All subsequent locations are taken traight from the film, but your correct course of action is not necessarily the same as Homson Ford's.

The puzzles are not particularly deficial that when you may which to most the biasen over brain and fight, rathers than argue your way out of insule. All the standard properties of insule Allhough statistific can be rewarding, ganne lody eaths atems, losing a light has a sandy tendency to end the garme. Comball is the weakest aspect of the garme — as one work and the captort from an adventure-conserted release—and as there are only three purches and three blocking moves, fighting is easily mattered, and attoruple opponents vary in diffinitional control of the property of the control of the properties of the properties of the control of the properties o

LANDSCAPE
Background graptics are all colourly and well
delined, but the character animation rould have been
bwter.
ENCOUNTERS
The arcadey planeous of this game deth's reaky speaker an executions in the normal adventure way, and
the asymbet system is week.
manufacture of season
CHALLENGE
Leta to etc. but don't expect to rack your broins much.
SYSTEM
Factor meets disk swappingt Otherwise an advance
Trott Zek McKrosken, but another ples away front in-
officeral setventuring. In this lide good thingf
ACE
ADVENTURE RATING
820
Strong atmosphere makes the purse instant-
ly appealing, but we doubt you would ward

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there is the obligatory rousing rendrion of the film's theme tune and some well-brined spot effects, but the cacophony that accompanies the first maze is irritating rather than atmosoftens.

The main problem with this game is the constant disk accessing, every new location has to be loaded m. This is not helped by having the game spread over six disks, as there is a fair amount of disk swapping to be done as well. The problem is exacerbated by the fact that the picture clears before each load, leaving you staring at a blank screen until the next is ready to be drawn. Worse still is that the consequences of many of Indy's actions also have to be leaded in, which is totally mexcusable when many of them are only simple arrmations lasting a couple of seconds. On occasion, cerlain actions, not least when loading a saved game, require several disk swaps, often using the same disk twice! Surely the programmers could have arranged their code so that actions that follow one another are on the same disk?

This assis, there is much to recommend about the game, it is very well presented and has tremenous depth. The majorly of be problems are not the hard, percularly for propile who, this seen the film, and being unable to solve one puzzle does not necessary lead to a solve one puzzle does not necessary lead to effect the game. Even so, it is not a game that will be finished overright, as each of the main flocations is a game in stell.

Fans of the Indiana Jones movies will get a lot from the program, but be warned: progress can be very slow.

Torty Ruben



### STARLORD

MicroProse has announced its first Snace simulation, Rumour has it that Starlord will be one of the most vast and complex games yet to come from the undisputed Master of Simulations

Starlord centres around the successful conquest of the galaxy Whether this is achieved by brute force or by more subtle means is one of your first decisions. As long as you realise that whichever way you choose, it will be a long and tortuous path to ultimate rule. With over 65,000 different galaxies, 1,000 star systems and 5.000 planets of various types, within each galaxy, as well as individual control of up to 250,000 ships held within 1,000 battle groups, Starlord looks set to redefine your concept of gameplay STARLORD - THE FINAL WORD IN SPACE SIMULATIONS

### CTW Survey '89 CTW Survey

### SECTION G - MAGAZINES

### Consumer Magazines Read **By Trade**

- 1. ACE
- PCW 3 Games Machine
- 4 Crash
- Zzap
- 6. C+VG
- 7. Commodore User
- 8. Gamesweek (Combined with
  - Pop mid-Feb) Sinclair User
- 10. Your Sinclair.

### Magazines Aiding Stocking Decisions

- 1. ACE
- 2. C+VG
- 3. Crash Games Machine
- Zzap 6. PCW
- 7. The One
- 8 ST Action
- 9. NCE 10. Sinclair User

Source CTW Dealer survey 1989.





### IT'S HORRIBLE!

Horrorsoft are launching a game endorsed by the American vamp Elvira, a gal with a great...er..future...er...in front of her...

way Michoss of the Dark cuts a homey higher as the selfest set the deep packed sether in the large but of the Chesterfield Hotel Maylar. A pot of the is ordered and chip appears with a side plate of Bootton, Nice, and Rich ties buselts, ACEs, importer is beginning to feel servour. Where's the wayn with the large books, cleaning black dress with platiging neckine, five ench spily heets and long black wigh?

mees and ong black wigz:
All in her suit case, afas, as Etwa Is all
pocked to jet off to Lis Vegas in the incring
where she is about to carry out another person-

where she is about to carry out another personably enforsement for a new pisholl oble. Wearing trouses and is brown cardigan she couldn't lave looked less like the sery size of America's hit flowe Macabie horing show, bear is the alter ago of American Actiess Classandra of the alter ago of American Actiess Classandra Potension. Her character introduces the coast to coast TV show from a haunth obuse goarine Less coast TV show from a haunth obuse goarine Less and the state of the state

tel.

The show consists of reruns of old loaver classes. While introduces the they, posts and control of the commontal beauty, and discount of the process of the control of the posts. As a control on the school or the pint, there are presented up by the many of them and the corner up with some outdanding and downs in the corner up with some outdanding and downs in the getty point the shows has been currently on the getty point in short has been currently on the getty point in several has been currently on the getty point in several has been currently on the getty point in several to be the process of the getty point in several to be the process of the getty point in several to be the process of the getty point in several to be the process of the getty point in several to be the process of the getty point in the process of the getty point in the getty point in the getty point point

Move Miscabre started out as a local show in the Los Angeles area in 1981. Since their Ehrin's popularity has spread to similarity experience of the property If station in America. The mana-reached fever pitch in Los Angeles in 1982 when Ehrin's Biography was broudcast in 30. Stores reported sales of 2.7 million pairs of 30 glasses in LA sione.

### TEN THINGS YOU DIDN'T KNOW ABOUT ELVIRA

- (1) The factous Elvira body measures 340-24-34 and is \$1 Tinches tall
  (2) Elvira's fragulatin homes film in "Rismat 9 Soon Cutto Pourse"
- (3) Most awy herror vamp apart from Elvra? "There isn't one"
- (4) Favourite male actor Nicholae Cage.
- (5) Most horific thing about Lendon "You guys drive on the wrong side of the rea
- Favourile british of familia kelohup "the hexith shop one without ad farty Hearth Valley"
- (8) Elvirs has never been to Transylvania but her brother in law has.

  (9) Elvirs was the last recipient of one of the priginal Dracula Society Away

Daria has become a super star of horey. Barry Norman sixt of her Even a editoracing Jarry Norman sixt of her Even as editoracing "well hou bits of her anyway." The popularity has spanned dozen of far citize and in but Attention feshion - wavefocuses fall of Evina endorsed products. No can age the exercise, postors, greening cards, make up , contames, books, models, wice, a Perbol Tibble from Williams and, shortly, a computer game courtreis of financials.

Elvira hasn't seen or played the computer game but she knows all about it,

"Elvira sints up these Horzor Wirelinends in a castle which has been taken over by an exforce. You have to find the Scroll of Spiritus Mistery to stop the wicked Enterta from ruling

Despite being well briefled about the computer game Elvira's siyes enally light up with generals esthusiasm when asked about, the neball table. Trad's my thing. It's got me actually speaking in it. It's great fair! Her enthusiasm for the pintable is easy to understand when you loam she gets fin free ones as part of the deal. What are you going to do with ten pintal

Til have one at home, give one to my Mom and Dad (they collect all my stuff) and proceedly use the others for charity promotions".

The Elvira video and computer game will be in the shops at the and of the month.

### GREAT NEWS!

The adventure column has been zervery limited in recent elegative, but are now delighted to ennounce that from next lesse, the section will be edited, expanded, and ruled with a rod of fron by Pat materies.



### TIME TO TRAVEL ON...

nematique have been winning rave reviews in their native France for their fluther Wars - Time Travellers adventure. The game is the work of Paul Cuisset who has spent the last three years developing the player interface.

II'll come as no surprise to regular ACE adventurous readers that there are similarities with Sierra's Leisure Surt Larry

and Police Quest games in the armabon and large number of graphcal localisms. We've already portied out in past issues how popular the Sterrachine range is in the States, and even traditional companses like. Magnetic Scrolls are casting environs glances at the system and talking about "doing more animation".

Despile first impressors, howevery first in the first act side for time
litevieles is surprisingly small or to
a tradoxal adverture. A wordow
offers a number of choices on
each location Apart from the obeous direction options there is an extra and about in Firsten Warra-

PALACE are launching a new French

graphic adventure.

Pullet Maret

also examine search and talk oppons.

The commands are implemented very quickly grang all of the puzzing fun of an absorbing adventure who the hassle of typing in lengthy commands and twidding your thumbs whist the computer considers its response.

The storpine is a strong one Earth is under stack in the 43rd century from an allel race. The advanced SDI delencer system has been undermined by the alens traceling book in the and plants at stretegic points before the defences were built before updated that is the present and brings you to the Middle Ages. Prehistoric times and the distributions

Throughout the game the French flair for graphics is very much in evidence. Look out for a full review of this ST, Amiga, and PC httle in next month's ACE.

### NO PROBLEM!

Joan Pancott Jelephoned me last morith to complain about my printing her solution of Soute of Darkon, which ethe had sent when I was writing the Prigirm column. Joan I latis me she downs! To believe in solutions being printed — particulerly since it me and she gets last call on the hadreas.

Well, Joan, There to egree about completed solutions, but I man an exception with Soulo of Zehoon because it is one of the most influenting games. I have a view come accose, and comived understand why publishers Taskeet went but shortly after releasing it.

And es fer as calls ere concerned, by now EVERYONE ought to know about Joen's helpline service, which has been going for several years end has clocked up iterally thousands of calls. You can contact her or 0305 784155 end she cen give help on most carries.

Meanwhile, here a a bnet selection of tips from the files of The Pligtim and The White Wizerd, and thanks to Match Pointet. Jeson Filey and 'target' for sending them in! Robert Morgan of Glesgow should be plasted — we've got the souldon to the first part of Mondighter that he so urganity requests.

SORCEROR OF CLAYMORQUE CASTLE.
The kitchen needs examining more cerefully.

KENTILLA

To prevent a good old fry up with Zaida, give her a human present of Timendre. This allows you to get the scroll!

MORDON'S QUEST Don't spoil theil Condor moment while in the arena. Don't refer to

STATIONFALL
Look at your welch and the chart before leunching
Getting into the village is a pressing problem

BUREAUCRACY

Mall order pont? Read verticely
For cabinde to airport the dough must be authoritic

LURKING HORROR

A meet to the key – try the fridge and than the microwave. Actually (remarks the White Witzerd) some of the responses regerding the master key ere a bit misleading suffice it to eay thet you will be able to borrow it once you've fed its owner.

ZZZZ

To order mansion, try door. When window opens climb wine. Then olimb down.

KAYLETH

Spin bar by Mokki-rey. The lablet azap takas you to a dime.

The good to be the owner of the special.

TASS TIMES
Gremps is in the lower on the island. To free use zeglone

Tie the rope to the statistile then put. Then put agein MINDFIGHTER

Help with part one Examine the rubble at the ovic centre rules. Give the snowstorms to Daryl.

Breek the cotweb in the building to find the hidden object.

Don't drink the water, it is contemhated.

Use the wrench and the chisel to break the steirs in the ruined.

building
Wear Ihe ges mask in lihe Industrial wastalands
A ship will entire in the docks of 3pm on Wednesday

A strip will entire in the goods of 3pm on Wednesde; Give the dend dog to the rabid foxes. To del Into a Irence - INHALE, HOLD EXHALE.

To melamorphose you need to be in a trance, then METAMOR-PHOSE To destroy the ship, empty the petrol burn the rag with the lighter, and run off the ship

After finishing your tasks in Pert One, go to the lence at

















indard for home computing based around the new Motors 000 chip. The A500 has 512K RAM and a 1 Mbyte doub blicko crip ing ASUU need blick in the end a receipt to a wind state drak drive built-in it can be connected directly to a wind annot all monitors or to a domestic TV set through a TV ed with the user in mind the ASOC











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### Vigitante from U.S. Gold

1994 New York the police dare not patrol the streets. The army cannot control the city and law and order no

- longer exists

  Street, The junkyard, Brolyn Bridge, Back Street are Girders construction
- Different street gangs led
  by a gant of a gang leader
   The Vigilante is otherched
  by gangs using a venety of
  larves, chains, guns and
  even dynamite in an effort to
- finish him off

  Motor brise crews
  attempt to run him over without hestation
  Vigitarie bears an astonishing resemblance to its
  ascade parent' ST Fermat

Crash 86%



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### The New Zealand Story from Ocean

Fun from down under that will have you standing on your head. Wally Wallus has captured his tea. 20 of Joey Kins 5 frends from the New Zealand zoo, and if Joey doesn't rescue them will by the him the My I be staffed.

served and swallowed at Wally's table New Zealand Story is incredibly case. This is an amazingly addictive game.

incredibly cute. This is an smaringly addictive game, and the difficulty turing has been set just right. Amiga. Format 94%



New Zealand S			
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### Indiana Jones The Last Crusado from US Gold

Relive the geatest action

move of all . The game is played on Inveaction packed levels and will become of the classic two list ed arecade games You have the opportunity to

mcrease your overall scare with every hazard dodged, valuable object found and enemy dispatched A copy of the 'Byzantne Crusader' which details the storyline and Hints & Tips is included with the software. An added feature of a Whip

The graphics are superb. this ST Fermut 90%



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out and lawlessness Some of to fill a computer screen and Part man, part machine, all

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# IN THE PINK

This month's Pink Pages give important notice of a whole new section – The ACE Stockmarket, in which up to date market research will be giving the definitive Final Verdict on the games we play every month. There's also good news for competitors – we've really taken the puzzle and crossword sections in hand for the first time since the transfer of the ownership of the magazine. We'd like to apploigise for the delay in printing prize winners, butnow you can turn to the section beginning on page 51 and find out whether you've struck lucky. We'te delighted to announce that the teething period is now over, and from now the Pinks will be bursting with health.

The ACE Guide To The Games You Have To Have adds in a whole new section as well this month – or console games. Even if you don't have a console this section gives important intormation that could affect your buying decision, especially since buying a console is all about software choice rather than hardware specifications.

However, if you're looking for a new computer and concerned about specs, you'll be pleased to hear that next month will see the return of the ACE Upgrade Guide. We're currently working on this section to make it better than ever before – and it will include a far greater range of machines, complete with up-to-date sales information – just in time for Christmas!

Finally, we haven't forgotten those greedy so-and-so's who like to get something for nothing. There are the infamous Pink Pages compos, in which software houses fall over each other to shower fucky readers with qifts.

The Pinks...Britain's only blushing guide to computer entertainment...

### THE ACE STOCK MARKET

NEXT MONTH ACE WILL BE LAUNCHING A WHOLE NEW SECTION: THE DEFINITIVE GUIDE TO GAMES REVIEWS IN THE UK. YOU'LL BE ABLE TO FIND OUT – AT A GLANCE – WHICH GAMES ARE WOWING THE REVIEWERS, AND NOT ONLY THAT, YOU'LL BE ABLE TO WALK AWAY WITH SOME GREAT PRIZES EACH MONTH!

Boying antwere is still comething of a germbib. Even when you've sorried through the bib. Even when you've sorried through the reviews, exemined the ecrementors, and period over someonal's shoulder to see the shop demo, you still can't be 100% suize months time. I never mind alt weeks or even months time. I never mind alt weeks or even monthy over a stranger and 15-bit games nearser 250-258, buying activate is an investment. An investment in which you can't be still over a still a still over a still over a still a s

Here at ACE we hope to make investing in games soft ware a little less trough with pitfals – and give you some for into the bargain. Welcome to the ACE Stock Market and so an ACE reader you automatically qualify for a place on the ACE Stock Exchange floor.

Here is where you can check up on compones' track records and their performance over the months, not in financial, profit and-loss terms, we'll leave that to the Economist, think you. But based directly on the guality of their current releases.

You'll be able to monter publishers and their publishing labels, watch their fortubes rise and lall through the sub market in the pre-Christians season as games survision out from every software house under the sun. To the bear market of the summer months, when sales and output peter down to a trickle.

We'll be tracking the performance of every game in every review published in the LM. We'll importer how highly each otte-rates overall and how we'll its graphics and sound capabilities score. And when we've completed this mountain of statistical data, we'll hand in over Io an expect in the field.

We we entitled the air of a qualified data processing, and market research professional. Gentling Roughton, to develop a set oil obtained in contines that will sent all these involves to give a meaningful set of figures of the end-gaines qualify "share price" for each publisher. If will take this account industry and processing or each publisher in will take this account industry and processing or each publisher. If will take this account industry and processing agreed the market of games periodiced. There will be an overall figure and separate scores for grantes and social.

The routnes will make allowances for individual mag across the basis before a title regularly relats games higher than other magazines, for example land will also take into account the different recovering systems used. We hope to be able to cover graphics and sound ratings as well as overall wordship at a later stage.

As companies fortunes fluctuate throughout the year, year's be able to keep your own portfolio of their progress. Then, when it comes to buying games, you'll be bester informed about the track record of the team concerned, and the amount of this working.

### TRADING COUNTERS

The ACE Stockmarket will be divided into 'Trading Counters' Each of these counters will cover a specific area of the market place (the counters are described below) and will quote 'prices' and market positions. Prizes will be awarded to ACE readers who can pinpoint these prices and positions in advance. A full explanation of the system will be printed in next month's ACE together with the first entry form. Alternatively, you can get details by sending an A4 stamped addressed envelope to The ACE Stockmarket, Priory Court, 30-32 Farringdon Lane, London, ECIR 3AU.

### THE 8-BIT

A difficult one this circle you can I always be sure which bits will convert best. This is an opportunity for some rest rat balany. Will Contentate Group really cut the mustand on the smaller muchanes? One things for certain—this counter is point to you a bot oil mig back will be 48th debute.

### THE MACHINE COUNTER

This counter will let the various tasis SY MACHAN. FORMAT it will enable you to see instantly which game the releveness are ready taping for your more flot only will a fishly you to decide which games to meet, it will stop they not a chance to exercise your knowledge of your micros capable to for certain your knowledge of your micros capable to for certain yours of substance. This the regist power is the regist power and you could be set how peetly.

### THE 16-BIT COUNTER

Here you can livel our which is the most highly called 16-bit game of the month. Can you preclaid which bloss Arma and ST owners will be ravely about in the future. Will Microsoft's interpretate most to the log of the marked Fox Fowerarth the one to watch? If you we got your linger on the pulson, you could get year hands on some big, big prozes.

### THE COMPANY COUNTER

Here is where the full ready starts flying Which components are listing the trophises in the reveness studies. Can a company risk now ying the matter on the back of a single binnerhoods bite, or will the grants hold sway at the top of the league? Are the American software houses rating the LK noor is Bittate holding its own? Get if right, and get noth well, along the matter and the control will be companied.

### TITLE FIGHT...

data that will help you take over the ALC Stockmarker floor when showing pass against ast data that will help you take over the ALC Stockmarker floor when showing opens earl north. Start year stockbook now --your going to have to track the performances of genes AND software hauses - this -lat is based on actual revews published in recent, writes and is VALURELE DATA so don't waster the opportunity!

GAME	SOFTWARE HOUSE	SCOF
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THE

Rick Dangerous	Firebird/Microprose	85
Strider	LIS Gold	88
Xenon II	Image Works	93
Tank Attack	CDS	78
Fast Break	Accolade	49
Oil Imperium	Reline	7B
Castle Warnor	Delphine/Palace	60
Shufflepuck Cafe	Dornark	71
All Points Bulletin	Domark	75
Turbo	Microlllusions	B5
Shadow of the Beast	Psygnosis	B7
Battle Valley	Hewson	81
Gemini Wing	Virgin Mastertronic	61
New Zealand Story	Ocean	88
Rainbow Islands	Firebird/Microprose	B7
Passing Shot	Irnage Works	65
Paperboy	Elite	79
Populous: The Promised Land		86
Mr Heli	Firebird/Microprose	5B
Thunderbirds	Grandslam	B6
Conflict Europe	Image Works	71
Fiendish Freddy	Mindscape	83
Leonardo	Starbyte	71
Jack Nicklaus Golf	Accolade	64
RVF	Microstyle	66
King Arthur	Infocorn	B2
F16 Combat Pilot	Digital Integration	B9
Robocop Great Courts	Ocean	49
Sleeping Gods Lie	Ubi Soft	78
Barbanan II	Empire Palace	76
The Champ	Linel	76
Charlots of Wrath		45 71
Skate of the Art	Impressions Linel	71 3B
Indiana and the Last Crusade	US Gold	5B 61
Journey	Infocom	. 78
Nghtdawn	Magic Bytes	63
Alen Legion	Gainstar	36
Beam	Magic Bytes	72
Grand Prix Circuit	Accolade	51
Kult	Exxos	B5
SDI	Activision	57
Tom and Jerry	Magic Bytes	47
Xybots	Tengen/Domark	B1
Buffalo Bill	Tynesoft	80
Navy Moves	Dinamic	34
Omni-Play Basketball	Mindscape	75
Shinobi	Virgin	77
Astaroth	Hewson	71
Licence to Kill	Domark	71
FOFT	Gremlin	69
High Steel	Screen 7	39
Phobia	Image Works	72

### WIN! WIN! WIN!

Are you an ACE Stockmarket wizard? If so, you could take a slice of the cake each month as we dish out prizes to enterprising readers...

Different people like different games - and final goes for reviewers as well, and even for magazines. Here on ACE, for example, we favour games that demonstrate originality end can be seen to further the cause of computer entertainment. But just how good le your own instinctive feeling sobut a game? Or about the fortiuns of a softwere house? We're going to give you the chance to walk away with big prizes eech month if you can predict the way the 'sharea' are moving in the ACE Stockmarket.

### HOUSEY HOUSEY

We'll sloo be printing each month the issues of the softwers houses whose products feature in 5 fock Exchange ratings, end their order of ranking seconding to the raviews they've received in the current survey period. It you fancy your knowledge of the games scene, you can join in by sending ue your predictione for future months: If you can issue the fop five software houses you'll pick up a valuable prize (details in the Stockmarket Launch issue next month). Bests the stockmarket sny day.

### HIGH PERFORMANCE

You can also win prizes by nemling the top fivs games for eny of the top machines in correct order. There are further prizes going each month for the man who hits the nall on the head.

### *aonus Prizesi*

If either prize goes unclelmed, it's edded to the jsckpot for fhe following month. Merket conditions are pretty fough out fhere, so expect to see some pretty hefty prizes building up during the months ehead...

Finelly, we'll be offering regular bonus prizes, so keep funed to The Final Verdict and sharpen both your wits end your pencili

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SOMETIMES YOU KNOW YOU'VE GOT TO FACE UP TO THE TRUTH. YOUR SOFTWARE COLLECTION IS GETTING YOU DOWN, YOUR DOGS SICK, YOUR FRIENDS ARE CONVINCED IT WAS YOU THAT LOST THE WINNING POOLS COUPON, YOUR MOTHER HAS DECIDED YOU NEED TO CHANGE YOUR IMAGE, AND YOUR GIRLFRIEND (OR BOYFRIEND) HAS JUST BEEN EATEN BY A ROTHWELLER...THERE'S ONLY ONE THING FOR IT...GO OUT AND GET A NEW GAME. AND TO MAKE SURE YOU REALLY SEE THE BRIGHT SIDE. HERE'S A LIST OF GAMES YOU'VE JUST GOT TO ADD TO YOUR COLLECTION.

### ARCADE STYLE

Including coin-op conversions. Gemes with a high fun factor and pienty of eddictive action feature in this category.

### ARKANOIO imagine • Spectrum

£7 95cs ● C64 £8.95cs £12.95dk ● Amstrad £8.95cs £14.95dk ● Atan XL/XE £8.95cs ● Atan ST £14.95dk ● MSX £8.95cs ● ISM PC £19.95dk

Abased the convey, in its turn the best iversion of the classed Beleaked. Simple in concept: the player controls a but at the base of the screen, whereas it left and right the classed in the player control and print the classed in the season of the seaso

gross in the top host of the screen Eliminating all the bricks and move on to the end of 33 schaens. Cleves extra leatures controuts to the addictiveness. As a lathit con-opconversion, Arkanout comes out foot, but for a different start on the same theme and some mity mane, by ASL's known, which also builds when the schaen is the layout, which also builds

\* ACE CLASSIC

#### BOUNDER Gremin Graphics & Spectrum £7 95cs & C64

trum £7 95cs a C64 £9 95cs £12 95dk a Ametrad £8 95cs £13 95dk

A great arcade bounceenvior, and very additionetion for guide a ball as ifbounces from one plaiform to another, high above the sertically scrolleg handscape Lind on marked sources and you can stoy addit longer or gon a mystary bornos. Fiftin a gap or but one of the garrier smarry nasters, however, and portil lose a file Bonus bourning sections at the end of each level help vary the pace, and those lonels pos-

and those longh gets
really keep you corning
back for more Begin,
with graphics great
must and it's so

Drive around in you

### \* ACE CLASSIC BUBBLE BOBBLE

Firebird • Spectrum £7 95cs • C64 £8 95cs £12 95dk • Amstrad £8 95cs £14 95dk • Atan ST £19 95dk Playabity is the essence of this two-player coincip conversion, you and a friend play bubble blowing directions, traveling through 100 maze-and-platform screens, lighting

off the bulkes by encapsulating them in your bubbles to live them into pary fruit More firepower and sarious bonuses award at you reach the more difficult take screens, Encombusty good har, if a diffs on the cutesy side. Can also be played as one playa aquest the computer.

### \* ACE RATED (S8) CONQUEROR Superior • Archimedes £24 95ck (Versions under development)

own tailed Blass the enemy in close combail and pism your strategy for the company. This is a trickly game to get to gros with, but if you persevere you? If find you soon become intermentand by the thing. If you mit got or 1886. Arche (Broad) - longest if arche (Broad) - longest if a

\* ACE RATED 931

#### ELIMINATOR Heisson Spectrum

£7 99cs £12 99ds �
C64 £9 99cs £14.99ds
• Annstrad £9 99cs
£14 99ds • Athn ST
£19 99ds
• Armga
£19 99ds
Graphically wonderful
roadway blast-emup by

John Philipsi, which will best your joystack made out It'll even have you change on the ceeing. Though it is lough to get to grow with all first the addiction level is so great you'll keep coming back for more. \*\* ACE RATED 904

### EXOLON Hewson • Spectrum

£7 95cs • 084 £8 95cs £12 95ck • Amstrad £8 95cs £14 95ck Graphically superb horzontally scrolling shoot

emap m which you run, duck and jump your way along a planet's surface blasting away all sken delences. A gine and a missife lauticher are risp to blast the foes, but if the third or can be an emblian.

### exoskeleton for extra protection and fire power \* ACE CLASSIC NEW ZEALAND STORY

Ocean • Spectrum £8 95cs, C64 £9 95cs, Amstrad £9 95cs, ST £19 99, Amga £24 99 Although pupped at the post in a head to head with Rainbow Islands, New Zsuland Story is not a game to be ruled out it is immense fun to play, provides lots of varied action ocross many levels. Definitely worth checking out. \* ACE #ATED 875

#### OIOS Minorsoft • Atan ST £19 99dk

A magnificent Titrusiush blast. The Oxds are relying on you to save them, but the Biocretes arent going to let them go without.

to let mem go winpor throwing missiles, rickels and a number of other weapons at you, included with the program is an edit facility that allows you to design your own planetoxin - great shift! \* ACE RATED 969

### PITSTOP 2 Epyx/US Gold • Available only on Epyx Epics compliation • CE4 50 Pfee

lation • C64 £9 95cs £14 95dk • IBM PC £29.95dk (in complation with Welar Games and Summes

where the screen is split into two and you can race the computer or a triend Lots of different Grand Prix climits, five blow-outs and of course the alimportant pristops guar and course the give you band Cramp and your brain s.

\* ACE CLASSIC

#### POWER-OROME Electronic Arts • Alari ST

E24 95ck

This superb arcade-style faturistic driving simulation will have you enthralled for moretis to come it may not be ferribly easy to get stroight into but it a wall worth persevaning with You'll be playing this for moretis.

#### PURPLE SAT-URN DAY Exces • Attan ST £24 95ck • Armes

A tarnfic ms. ot games that delivars punch both auto and wall. The consistently good gamepley ensures you'lt eigo glaying each sub-game bread again it's a little tricky to get the hang off.

\$24.95

### but master if and you if be pleased you persevered. \* ACE RATED #12 RAINBOW ISLANOS Seebert Soectrum

£9 95cs £14 95ck, C64 £9 99cs \$14 99ck Amstrad £9 99cs £14 99dk, ST £24 99, Amega £24 99

The sequel to Bubble Bobble is nothing short of fantastic. The graphics and sound are superb, as is the gameplay. One of the best land cutest arcade cover sions of the year that should not be missed \* ACE RATED 934

Microstyle, ST £24 99, Amga £29 99

RVF offers a near endless supply of fast paced bite action as you race your Bloods RVF. Attention to detail is paid out all along the roote with your inder giving the bite a push start after a crash. An excellent mix of

### \* ACE HATED \$15 SPICERTRON-IC Ere International • Alan

Guide your spader-like character around the game area, collecting coloured panels in the correct order. The budling construction set maans you'll be knotking but your own levels till the

### \* ACE HATED BO3 SUMMER GAMES

Etyx/US Gold • C54 £9 95 cs £14 95dk • 48M PC £29 95dk

Epyx sporting simulations are of high quality but none have quite captured the playability and style of the original Summer Games and its immediate successor, Summer Garries 2. One to so players can take part in high ump, gymnashos, spring board dwng clay preson shaoling, swimming, pale vault - and others - with lovely large graphics and smooth animation throughout, Control of your athleta can be complex so practice is recom-\* ACE CLASSIC

### SUPER SPRINT

Electric Dreams 

C54
£9 99cs £14 99dk
Amstrad £9 99cs Spec
trum £9 99cs 

Attin ST
£19 99dk

One of the better con-opconversions corrently available. With np to three players all competing at once, the action is last and funous and it will take a finely-based car to complete some of the more fortuous circuits that appear later in the game \* ACE RATED 907

#### THRUST Firebird • Spectrum £1 99cs • C64 £1,99cs

Ternfyingly setroitive controls and a large helping of real-file physics make this budget title an absolution mail. Figing down through the caseries of an enemy-held planel, you have to pick up firel and destroy hostile gun turrels without crasting etcthe turnel west. Touch

enough as it is, but then

you've gol to make the

#### return journey with a heavy load slung under your craft. Very mean very addictive \* ACE CLASSIC URIDIUM

Hewson ● Spectrum £8.95cs ● C64 £9 95cs £12 95dk ● BBC £9 95cs £14 95dk The piece de resistance

of scrolling shoolemups, blast the directiousphi and attacking shose shole dedging around any large structures. Gere intellistlooking directiousphis and the smoothest scrolling you'll ever see put this hard and shoulders above the opposition. A game and to be missed aspecially now that GSd versions come packaged with the rescribed

### ACE CLASSIC ZARCH / VIRUS Superior Software •

Archmedes £19 95dk ♠
Frebrid [16 and 8-bit versons! Amga £19 95dk
♠ Alan ST £19 95dk ♠
Some Bait versions under
development
A solid libree dimensional

shookernup with such graphs perfection and timelessly addictive game play that it became an instant classe. Now the 16-bit versions have arrived and they in just as good as the 32-bit versions.

#### sions \* ACE RATED 881

### **ADVENTURES**

After a brief surge of RPG\_related popularity, the tradifional text-entry seventure is rapidly disappearing. But for those of you who savour the powers of the Imagination, the verbal twist, and the thrill of encountering other characters, this game genre still has much to recommend it. Here are some of the all-time greef computer fantasles.

### BEYONO

infocom/Activision ● C64 £19 99dk ● PC £24 99dk ● Amiga £24 99dk ● Atan ST £24 99dk

Infocurs alternot to muscle in or the relegisying models is a great success. Locate the labulous Coconit of Question on a game that combines the wit and regenuty of one of the world's most original software comparies with

software companies with state of the art parsing and gamestay. Text-only but with an on-screen mapping lacity. \* ACE RATED 902

CORRUPTION
Ranbord ◆ Atom ST
£24 956k ◆ Atomgs
£24 956k ◆ PC £24 956k ◆
Spectrum £15 956k ◆
C64 £17 956k ◆ Arnsbrad
6128 £19 956k

mgs tolidelity and croniked business deals is unlikely to appeel to adjectatures after prefer to wander through visit dangeon net works seeking finasoure. But to those who are fed up with findinosal adventuring, it is like a breath of fresh are Superb graphics, great stronosphere and a nakhitmic older makes this a nakhitmic older makes the a nakhitmic older makes a nakhitmic older makes the a nakhitmic

### \* ACE RATED 920 FISN Magnetic Scrolls • PC

a24 990k Artiga a24 990k More gameplay than C ruption better same

rupton better game design than Jicoler, and not as curricy as The Pain This is definitely MS sibest release since Suit Of Theyers Good staff indeed. \* ACE RATED

#### GUILO OF TNIEVES Ranbrd • C64 £19 95dx • Spectrum £15 95dx •

Spectrum £15 95dk 
Amstrad 6128 £19 95dk
Amstrad 6128 £19 95dk
Amstrad 6128 £19 95dk
Amstrad 6128 £19 95dk

Tale 124 95dk

Tale 124 95dk

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adventure software houses 
— Magnetic Scrolls — managed to produce a tradtional timesure hard with superbig raphics and some very trocky puzzies. Power full parsor helps to create a Commoney gome world with humour and enagina-

### \* ACE CLASSIC

Level 9 ◆ Atan ST £19 95di

A great lollowup to Goome Ranger Level 9 have really got to grops with the use of characters in their games and how to program them very effectively \* ACE FIATED R20

#### JEWELS OF OARKNESS Ranbrd • 064 £14 95cs

Spectrum I 28 £14 95cs
 Amstrad £14 95cs
£19 95dk ◆ PC £19 95dk
 Amigii £19 95dk ◆ Atan
ST £19 95dk

Level 9 have put together three of their classic releases. Colossal Adventure, Dangeon Adventure. and Adventure Quest in one bundle. The games have been updated with graphics and larger vocabutanes and are as close to the original sport of adventuring as you're feely to

### ★ ACE CLASSIC LURKING NORROR NORROR \*\*Ilocom/Mediagenic ◆ C64 £19.99ck ◆ ST £24 99 I Amga £24 99 ◆

Infocom's britishe to H P Lovecraft and the horror lankasy genne sends you and a cold sweat as you discover something very masty Linking beneath your college laboratory. Superior leak-only game that delies you to play it after dark. \* ACE CLASSIC

### TIME AND MAGIK

Mandars ◆ Spectrum £14 95cs £14 95dk ◆ 064 £14 95cs £14 95dk Amstrad £14 95cs
 £14.95ck ◆ Atan S1
 £19.99ck ◆ Arriga
 £19.99ck ◆ PC £19.99c

219.99ck ◆ PC 219.99ck

This complation of the
Level 9 games, Lords Of
Time, Red Moos and The
Price Of Mapk have been
reverned with better
parsing, bigger wocabular
res and pictures added
Storeth value if you don't

### already own them \* ACE HATED 916 ZORK ZERO Infocom Versions due out

about now Watch this space for price will highly enjoyable with a warraty of challenges that make for instant added too. A bit more character interaction would have made this a real handlager, but even soft remains one of the best games of the years of a ACE RATED.

### **PUZZLES**

If you're after a game that will provide you with a real challenge, without necessarily requiring large doses of strategic thinking, then it's a puzzle game you want.

#### BONE-CRUNCNER Supenor Softwere • C64

£9 95cs11.95dx • Amga £14 95 At first sight this recent

release may appear to be nothing more than a bod-decision prof However there are a number of monositive gameplay features which gave. Bonecouncher a leef all of some Highly recommended for those who presented the those short gave who presented the those who presented the state of the second through the second thro

### Prism Lesure Corporation Spectrum 52 99rs 6

Spectrum £2 99cs ◆
C64 £2 99cs ◆ Amstrad
£2 99cs

A game that has everything - instant addiction, included and a control of the contro

long from challenge. In-

#### OEFLEKTOR Gremin/Vortes ◆ C64 £9 99cs ◆ Spectrum £7 99cs ◆ ST £19 95sk

Optics are the order of the day here (not the spirit dispensers) as the player thes to connect a laser beam to a receiver and at rout

n that conten s so st sst far

ge, ge

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Gnoma Ranger is an award winning 3 pronto' said Atan ST User Or ack the	3-part adventure by Leval 9 box for Surprise Alternative	"Go out and buy (			make	
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he was alf sick" He

weeks, ACE received a

to... (Street V.

### NEBULUS Hearton # CS4 £9 99cs £14 99 dke Atan ST

Guide page to the top of eight towers using the sp-

ral of platforms, lifts and ledges that form the route it's a highly one nal game. between frustration and addiction, added to which is the rotary scroll, thus making it a good-looking playable winner of a game # ACE RATED 943 -

### SENTINEL

yours. A clean brain and

pal and large 10,000

possible landscapes

\* ACE HATED 163

Name Nam ST £19 95

Soulderdash clone that

completely outdoes the

onemal on this particular

machine. Again (see Bool-

derdash above) you re dig. and for dumends in care-

erro over a bundred differ

est scinens, with a time

Skuldiggery scores on

playability (easier screens

to begin with and a choice

# ACE RATED #19 - ST

of starting point) and its

entertaining two-player

ANIGA

SKITLL

DIGGERY

last ingger (inger are both

cs . C64 £9 95cs £14 95dk · Amstrad £9.95cs £14 95 dk ♥ Atan ST £19 98dk • sions have proved to be rather variable in their Boarre and compelling strategy game played over the chequered surface of a planet dominated by the Sentinel Fundamentally you have to absorb energy while trying to stop the Sentinel from absorbing

THINK! Firebrid @ C64 £1 99cs @ Amstrad £1 99cs ♥ Spec-Irom £1 99cs

Ongoally released by Anoavelable for a fraction of that from Firebrid It's a hornbly addictive same played on a 6x6 and either one or two player m which you attempt to connect four counters,

Logotron ● BBC £9 95cs

game involving the player controlling two shelds, and collecting masks

ecrease in complexity as you progress. Also in later stages, fish and chickens lie in wait, often blocking the masks and not wasted to fall on you and bring your quest to a premature end Later still, things hot up as bombs trens against you, Smooth sorolling sample graphics this one requires plenning to complete successfully

porters and dolls conspire

### **SPECIALS**

Original works that are simply unclassifiable feature in this sac tlon.

ATE

Duetal Internation • CSA £8 95cs £1 2 95dk ♥ £12 95dk# Spectrum Excellent combat/flight

semilator that's a bit of a tion, the simulation specialsolid action, the result \* ACE RATED 958 -SPECTRUM

DARK SIDE Incentive • C64 £9 95cs £14 95dk · Amstrad £9 95cs £14 95di Spec trum £9 95cs £14 95dk

The second pame rome ming system, which sets more of an arcade challenge, The 3-D graphics are again soperb as are

AMSTRAD

ELITE Firebrd • C64 £14 95cs £17 95ds . Amstrad £12 95cs £14 95dve Spectrum £14 95cs •

BBC £13,95cs £14 95dk solteare!

Still the best space tracing game, Elfa set a standard for other companies to follow. One of the first space. games to use vector

graphics, it's a shooting and trading effort set with plenty of variety to the game play You can trade legal goods in (relatively) sale systems, or run the gauntlet of praies in the galaxies danger spots with your hold full of contraband. Either way there s a nice line in zero-G doglighting, and as big a task as

yen'll find imyeftere \* ACE CLASSIC

INGREDIBLE SHRINKING SPHERE Electric Dreams # 064 £8,99cs £14 99dk #

Amstrad £9 99cs £14 994k ● Spectrum £9 99:s £14 99:fc # Atan

mass, size and nerba and endiess hasty obstacles will have you rolling \* ACE RATED 923 CM

MAGNETRON-Freduct @ C64 58 95cs

Puzzles and action Sleve Turner style. Save the world by dismartling eight satelites Steal parts from your own droid and hope fully make your job a little a ramile , new challenge \* ACE RATED 994 SPECTRUM

QUEDEX Thelamus • DS4 £9 95cs £14 95di

lenging garne you must steer a metallic ball through ten different. screens of mazes, bonuses and obstacles, sill within a set time time. The sample game concept has a fiest of added laalures to make it perboularly pleasing you can carry over unused time to the next screen, for example, and tackle the

planes in any order you wish Excellent graphics and utterly absorbing play \* ACE RATED 934 -

SPINDIZZY Electric Dinams @ 064 Spectrum £9 95cs •

Tremendous shift steer your spinning top over tough obstacles and collect sewels, against a grame landscape is a vital system of catealits. ramps, towers and trampolines surrounded by lethal drops - and NO safe tyrais Floor switches trapis, but tripping them in the right order can be design your own space bad guys and a lot of nice \* ACE CLASSIC bruches, but the explo-

TOTAL **EGLIPSE** \* ACE CLASSIC Incentive # C64 £9 95cs STARGLIDER II £12 95dk @ Amstrad Renbride Atan ST £9 95cs £12 95dk e £24 954k • Amiza

£14 95/h One of the finest examples The third game using the of a game using vector Freescape system is a bri of a departure from the advantage, gets the sold first two, but it a still an incredible game in total eclipse yon re battling ner Yon ve got a large 1930's trying to prevent thera's plenty of Egron's the moon apploting. For arcade adventurers who combination of blastnit love puzzles, the Freescape system is a

TAU GETI/

**AGADEMY** 

CRL # C64 £9 95cs

£14 95tk @ Anstrad

£9 95cs £14 95dk @

ST £19 99dk • Amera

Spectrum £9,95cs . Atan

Flight samulator/shoot em

e e both accredibly smooth

impeccable as you set of

on har-raising missions

un and its sequel which

attention to detail is

as a space cadet. In

\* ACE RATED 907 AMSTRAD

WIZBALL DCEAN ● C64 £8 95cs £14.95th • Amstrad £8 95cs \$12 95dk @ Spectrum £8 95cs

which are intention elimnating the spectrum and rendering the landscape around despite the simple

### 'Ere, You!!

Did you till in the questionneire on page \$6?? PPP of software can be won by those who tell us their deepest, darkest secrets .

SPORE Bulldon ♥ C64 £1,99cs ♥ Amstrad £1 99cs ◆ Spec trum £1 90cc

of strategy, frenzied blasting and great graphes make Spore a worthy fullpeced release, what a hargain then to be able to \* ACE RATED 919

### TETRIS

Mirrorsoft . Soectnam £8 99 cs @ C64 £8 99cs £12 99dk @ Anshad £8 99cs £12 99 dk • Mari ST £19 95dk ● Amga £19 99dk ◆ IBM PC A fascrubne geometrical

oddty the Russian puzzler

turns the obscure mathematical topic of packing into a cuft game. One of a time shapes fall down words into a rectangular playing area. Left to their own devices they ti pie up until they reach the top of guide them down and pack them lightly so that doesn I happen. Different ver

boliantly simple idea behad them means they re well worth a look whatever \* ACE RATED #59

diagonally \* ACE CLASSIC

£12 85th @ Avestrad £9 95cs £14 95dk# Spec trum £7 95cs

through 15 mazes, which

Frebrid . Soectrum £9.95

### **RPG**

Role-playing games have exerted an enormous intiuence on modern game-styles. They combine the eimosphere of text adventures with the action of arcade games and the brain exercisa ot strategy - but their graphical presentatio tends to be weaker than other game genres. Gamepiay cenires around developing characters by raising their experience and skill levels in conflict with other, computer-conirolled nasiles. All thai - and a quest too ....

THE BARD'S TALE II £16 95, Amus £24 95dk

The highly successful predecessor to Bards Tale 11 BT II has the advantage of being slightly easier to edvance. THe Arriga ver sion leabures some very race sampled moek chants and excellently coloured graphics. And ol course. you can update your favourte characters, their attributes and equipment

\* ACF RATED 920 THE BARD'S TALE III Electronic Arts @ C64

The latest Bard's Tale gama offers a eumber of decessors (all of which are still wall worth taking a good look at! First, the graphics are better are mated Second, there are ranged combat rouaccount of the distance between you and your proceeds. Finally the gama's large and represeets excellent value for

### \* ACE HATED 920 BATTLETECH Infocom, PC £29,95, ST

Battletech festures some storedible cartode segrences, arcade style action role play and strategy in short a com-

plete full game A bril-Kant RPG ourchase even though it missed out on \* ACE FIATED 801

DUNGEON MASTER Electronic Arts @ C64 £14,95¢k

Quoted as being a 'miestone in Advanced Computer Entertainment", Dungece Master offers 14 levels, loads of coults atmospheric graphics and sound Aff going to make Dungeon Master dee of the best

roleplaying adventures to have appeared on any \* ACE RATED 948

POOL DE

RADIANCE US GOLD /SSI C64 £14 99dk

SSI were very brave to attempt to capture the complex concept of the AD&D system on a comouter, but they managed superbly An RPG-influappeal to not only AD&D lans but to anyone lookng for an enthralling game that will keep them

\* ACE RATED 921 **ULTIMA V** OngerSystems/Nec

 C54 £24 95dk ● PC. \$29,95 a ST/Amera to bu

ie this role-playing mflu-

enced epic. Travel round copositor and learning the magical, tactical, and negaraphical secrets that will enable you to defeat the forces of evil far nnderground, Superb

romp, great lasting inter est, and tough challenges \* ACE RATED 928

WASTELAND Electronic Arts @ 054

Charge around produted USA whopping mutant bno role-playing epic. The atmosphere may not be as good as the Bard's Tale series of games, but the extra dimension of strategy leaves the cut stash and spell scenario of the ST series way behind + ACE BATED 921

### **BRAIN GAMES**

Fed up with mindless blasilan? Want a game that offers you an opponent who's worthy of your skills? Then this is your section...

CHESS MAS-**TER 2000** 

Electronic Arts @ C64 £9 95cs £14 95dk @ Amga £24 95dk • Atan ST £24 95/8 @18M PC £24 95¢k

Strongest chess game on the Arraya, with excellent graphics, 20 or 30 yearpoint, 12 levels of officialby and all the playing cohors you could wish for

\* ACF CLASSIC COLDSSUS CHESS 4

CDS . C64 £9 95cs £1.4 95dk • Amstrad £9 95cs £14 95dk● Spectrum £9 95

owners, with a choice of 20 or 30 year, umpleen levels of difficulty sed a

myruad options which enable you to play, walch, work out chess problems etc avanst a fine comput \* ACE CLASSIC

COLOSSUS MAH JONG CDS . C64 £9 99cs

£14 99dk @ Amstrad £9 99cs £14 99dk Burnny-like onental game of stratagy and chance. A

hiter orcuram and a short to use and highly entertainor once of software for \* ACE RATED 937 -

INFDGRAMES BRIDGE MSX £12.95

Infogrames · Amstrad £12 95cs £15 95dk •

Graphically the best of all contract bridge smuletions, with large playing cards depicted against a suitably enten balze back ground Plays a good game (for a computer, which after all is a bit short in the imaginabor and flar departmenti, and leaoptions and bidding conventions which you can toggle of according to

\* ACE CLASSIC **POWERPLAY** Amana @ C64 £8 95cs £14 95dk • Amstrad 58 95ct 514 95ck • Amiga £19.95di. • Aları

general knowledge, we reckon you'd by better off with this onglest and challegging combination of

strategy game and que than with the admittedly suits Powerplay is graphcally very pretty in its setting on Mount Olympus, home of the Gods \* ACE RATED 935 -Amiga

SCRABBLE Lessure Genus . C64 612 95cc 614 95dk at Amstrad £9 95cs £14 95 ■ IBM PC £24 95dk

The hogely popular word game translated very suc cessfully onto the micro Fast, excellent display and a sucrespery large vocabalary (even it it does include some strange looking words on some occasions). Good enough to opponents a tough game at the higher levels \* ACE CLASSIC

### **WAR GAMES**

Fancy yourself as a masier of grand strategy, marshalling hordes of troops and sending them of ic do battle on your behalf? Look no further than the ACE war games section...

ARHHEM

CCS, Spectrum £8 95cs. Amstrad £9 95cs, C64 £9.95cs

One of the oldest quality warzames leatured in the section. Arrham was easiply the best in the field. It has all the expected atmorehard five reparate are. nancs and one of the loughest computer oppoeents you could ever we ! to meel. A thoroughly absobing wargaine which

+ ACE RATED 910

COHFLICT EURDPE Mirrorsoft, ST 24 99. Amgs £24 99, PC TBA

Thastre Europe Lots of extra graphical and sound effects. The computer con trolled intelligence was marginally sophisticaled but still enough to give a challeegne game. The corned balaece between strategy and externent throughout, Great for beginners and attermedsie piswer

\* ACE RATED 882

THEATRE EUROPE PSS. Spectrum £9 95cs.

C64 £0 95cs £14 95dk. Amstrud £9 95cs £14 95dk The perfect same for B bill owners who go green with Conflict Firmore Theatre

Enrape is the forerunner to the excellent 16 bit game The graphics and overall play are not as sophistical ed, but on the whole it still \* ACE RATED 915

£24,95, Macintosh £34.95, Arriga £24.96

Probably the enemest war game to date UMS uniqu 3D systems enables the creation of almost any baltie in history. As well as a very spekisticated corrol. er apponents vot. On too of this are add on scenar truction kit to keep your going for even longer An \* ACE RATED 907

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### **CONSOLE WARS**

Consoln war is about to break out in the high street with the Segs. Nintando and Konik all jockeying for shelf space in the run up to Christman, The PC Engine (and the PC Engine Plus - see pages 27-30) will also be available in certain specialist shops. Next year will becald the arrival of the Sage Mega Drive end portable consoles like Its Game Boy end Atari Lynx All machines sport a fibrary of Imprassiva games. Nors la ACE's

Top Five for such sys-

NINTENDO

SUPER MARIO

cutesy platform-style

ACE Rating 555

**BROSII** 

SUPER MARIO

Takes the same story line

Princess Darsy is in Irouble

agon and it's Mano to the

resone. The earne play is

entrely different. You have

to collect things as you

you to open the doors to

the game as you can use

BROS

MIKE TYSON'S PUNCH OUT Raches the proverbal s@"I out of any other other console or comput-

ACE Railing 910

machines. This time Mano.

picking up objects and lob-

bing them of his enemies.

Excellent lun, particularly

when Manip contronts the

gord frog at the end of the

tendo s hardware mey betechnologically naff, they tridge. You lace six opponents before coming up agansi Tyson. All of the purches ducking and divsive. There are also lots of homorous (outher

ACE Reling 920

aroude advertures. Many a game for bought their GRACIUS Notendo jost lo be able (p. play Super Mano Bros rently avoilable on PAI. which is packed free with the console. It looks dead through but this one is by pletids "Save me Mano range. Based on the 1987. conrup with lots of power But simple it certainly is ups and progressive diffinot - with eight levels culty levels. Very small far each containing forr sepagets require accurate explored. The game is crammed with secret keydownable shoot femuo els, 'warps' and hidden

ACE Rating \$90

### **LEGENO OF**

ZEL DA Golden cartnige and a make up for the helty £40 land and make con-selecrole-playing epic Proof as good at role-cleving games as they are for arcade entertanment.

ACE Raling 905

PC FNGINE

### R-TYPE I/II Sightly annoying that you

els. They do provide excel-Ang on your Engine Identievery detail Some R Type officiendos actually prefer the Engine version to the arcade. Do battle with the evil Bydo Empire Some of nastes ever to appear on this type of game. Arguably the best com-op-

ACF Rating 940

### WORLD TENNIS

World Texns is the PC Engine all its sporting best To get maximum enovneed a foor player soystick. adapter Get this, and four of you can enjoy a game everything - superb graphics, top spin, drop shots, volteys and lotally convincing 3D screen sepanation. As it that were not adventure is siso thrown in for good measure

ACE Rating 936

MR HELL This 1988 Irem coinco is another near perfect conversion on the PC Englise. chooper through the deal Ishly complex cavern and collecting fuel capsules. A superlative con-ACE Rating 890

GUNHED

For prettiness, speed and sheer blasting entertemment Guntred is probably

the best shoot femus for the Engine. The objective Is to destroy early space fortresses in a vertically scroling landscape. The metalic steps, alen laser Bak and power ups are a

### ACE Rating 900

FINAL LAP A coperlative Nomco racing game. A split screen for a two player head to head, up to stateen Grand Prox. circuits can be alsosen from Imeny of there are beenly six other cars. To be lapped as you attempt to get into pole

ACE Rating 940

### SEGA MASTER WORLO SOC-

Until Kick Officiame along was the ACE fave soccer name. If has superbibliavabilty due to the accuracy of the player control of the ball, passing and shooting. It even has a penalty shool out option for drewn cup

ACE Rating 910

A hupe scrolling world has to be explored, characters can be prochesed in modeval vitages and a good deal of role of swap death is packed into the

ACE Rating 920

### **WONDER BOY**

The Wooder Boy series was Sega's answer to cutesy Tarto com-op hits like Bubble Bobble and New Zealand Story WS

Drawon and must find Salamander Sword to turn Immself back into a Wonder Boy Platform, shoot 'em up of the highest order

### ACE Railing 915 B-TYPE

An excellent stab all converting this plassic frem shool em up All of the levels are there, even the mant eveen stock ship on level three - albeit a bit gitchy Highly recommend-

ACE Relino 100

#### CALIFORNIA GAMES

BHOYing heck sacking. skate boarding and roller skeling. Superb graphics on the Sega - and bags of fun Out lave is the surfine. level, but they are all excel-

ACE Rating 930

### SEGA MEGADRIVE

### THUNDER. FORCE Of the Inv Mera Drive

games to turn up in the PREORI shoos, Thurder force is the one that proves that the PC Engine competition from this machine in 1990. It scrolls in eight directions on per-Lan levels - with excellent like a fire work display at over the screen, You have Megadosth album - as the sound they in the Mega

Drive hes to be heard to

ACE Reting 930

ALTEREO.

BEAST

nal as you take to the skies in your attack chooper Once again - play it Ace Reling 880

ment of the arcade ong.

PRICES

The Segal cornop with the

played better on any home system. The spintes are so. huge, colourful and detailed that you can and kick as you battle

ACE Relino 940

#### SPACE HARRI-FR II There are 12 levels of

action to blad year way through the Mega Drive conversion of the classic hero takes to the sides with a jet pack on his back his arm. The 3D scrolling terrain, with its chequered floor and horizon that ecoesis deep in the screen make for a 3D sessation rarely achieved os a

ACE Ratino 630 GHOULS'N'GH

OSTS The sequel to Ghosts been in the ercades but already the Mego Dryo conversion is ready it

rescue the princess ACE Rating 895

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# **BUGGY BONANZA**

To help celebrate the racing-sim, unprelentious garnes developer Digital Magic Software is generquely giving away TEN Buncov kit cars to ACE

of the many racing-sims race so to make it stand out from the crowd Digital Magic Software has some unique features, including the ability to drive a fruck, formula one car bike car.

S

buggy and even a jet-ski Drivin' Force uses a new graphic animation technique to give it an arcade feel - in terms of both appearance and speed which DMS hopes to utilise in its luture relaason sale next month for ST (£19.95) and Amina lime here's your chance. to play around with a nifty little piece of buggy kit,

courtesy of the guys all To win a Dandy B

Y

М

Dash buggy kill car from Nikko, ali you have to do is find SIX special words. (Three relate to Digital Magic Software the other three are vehicles found In Drwin' Force) hidden in the word and below

Write down the six words on the back of a postcard (including your full name and address) and send if to BUGGY Court, 30-32 Farnnodon Lane LONDON EC1R 3AU Entries must be with

# COMPETITION .lust answar the three easy questions

on your layourille US Gold game (for instance, whal's the easies! way to complete California Games, or have you found a hidden cheat mode in

THE

Which of the following gamas is not a Capcom coin-op?

(a) Commando (b) Ghosts'n'Gobilins (c) Terminator

2 Who produced the Forgottan World's coin-op?

(a) Cappoid (b) Capcom (c) US Com-CRD

3 Where does Capcom come from? (a) Japan (b) Southend-on-Sea (c)

TAKE IT IN YER STRIDE, ACE, Priory Court, 30-32 Farnhodon Lane, LON-DON EC1R 3AU Don't forget to include your full name address and that US Gold gameplaying tip Entries must reach us by 2nd

### В F Е C Α Χ T Е Α F F K Υ Х C Υ N X J Z C S C C В Р i C N P н Д C ٧ В K Ν Т В E Н Р ı C D C F γ W X W П В В C T K Ĺ Ν Н Χ Υ В S T Α U M C C V ı Р J. Α М K X K S F Α P C C A Ħ Е F J В M É ī ٨ M ν M

# TAKE IT IN YER STRIDE

is flushed with the success of its lafest charibusting Capcom coin-op conversion. Strider In fact, USG is so pleased with the favourable responsa lo Strider that it is giving away TEN Iree

Good old US Gold

Strider Tishirts and Available across all major for-

mats. Iha 910-raled Strider (see review in fast months ACF page 47) is the latest, and possibly the best, Capсот соинар сол-

considering some of Capcom's previcus garning blockbusters like Com-

So whall

and Forgotten Worlds

version ever - and what about inviting a few friends round for drink chall and a alimpse of your new Strider poster decorating the wall damo palch?? Here's all you have to do to make your dreams come

than being seen

around lown wear-Ing your very own

# **ABSOLUTELY FOOTBALL** CRAZY!

ing enough for you (know what we mean Spurs supbe able to lift your the latest release pany. Imoressions Soccerus a "totally new ganaration' of football management simulations combining the very basi lealures of old

If the football sea-

ganaration footie

management sims

with a wealth of

tures, including full player control and a vast array of player details Super-League cassette) and

of this free Impressions publicity. what's in it for you? Well, just to get you (complete with green table cloth

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colours of course) You'll be over the moon, Briant you win such a utterly brilliant prize? It's easy, just answer the following question

linked with a compuler game? Answers on a postcard (including your full name and Who was the

FOOTBALL. CRAZYI AGE Pri-Farringdon Lane LONDON EC1R reach us by 2nd

hidden cheal mode how do you get level 3 guardian in

1 In the movie

played the lead role (note you can use his/her characlei name from The Waltons)?

2 How many people rode into the Valley of Death?

3 What Hewson game lealures an armoured vehicle. an allack holt. cooler and a multitude of terrousts?

Send your entries postcard (including your full name. Hewson gameplay-

ristance what's the I INTO THE VAL Court, 30-32 Far ringdon Lane.

3AU Closing date for the competition

29.99

# LISTS

esting, intelligent useless ACF lists.

> OUR THREE FAVOURITE CARTOON

4 What's Jane

number?

like?

Smith's telephone

5 Er, em, 11's me

again, what does

CHARACTERS FROM A TV SERIES

1 Slimer from The Real Ghostbusters 2 Muttely from Wacky Races 3 Shaggy from

OUR THREE LEAST FAVOURITE PO

# INTO THE VALLEY...

to their feet) and TEN free pairs of

Battle Valley is a lasty Ireal for any Amiga owner wanting to get a little bit

shool'em-up And now, thanks to ACE and Hewson here's buck into TEN free

Reviewed In last month's ACE (page 72), 815is a strategic shool'em-up plachelicopter and a vehicle in a heioic allempt to thwart a deadly terroust

altack Featuring

an Impressive three

level parallax scroll.

depth of gameplay any self-respecting Amiga gamester a run for their money Battle Valley out for

answer the three ever-so-simple questions below plus, include a gameplaying tip on son game (for

ACE staff on their way to work this mornina FIVE PHONE

MESSAGES RECEIVED BY US TODAY 1 Em. er. oh lust

forget # 2 Why haven't you reviewed Starglider III vet? chow-mein, spe-

cial fried rice and some prawn crackCHARACTERS FROM A TV CARTOON SERIES

1 Penelone Pilson from Wacky Races 2 All Smurfs

3 Penthro from Thundercals course you can! So

get writing to

LISTS, ACE, Priory

Do you think you 3AU can do beller? Of

Court, 30-32 Fer-

ing neked in an advertisement in the computer games business trade lournal (Computer Trade Weekly) to advertise e new range of budget software

for under e fiver The label is to be called 16 Birtz (| bel you didn I know that that was what they were going the call The One

magazine did you?) and will ings Walch oul for Tetns, and Spy II amongst a host of oth-

# STOP **PRESS**

# SHOW'S LAST STAND

If you are reading you this at the PC Show- taking a guick coffee break, pint break or stele plestic-clad sandwich break, and leeling completely kneckered and wondering why you bothered in the first place likely to be the last PC Show you will have to ettend

The show organisers PC Show next year and VN U puler World magazine) do not have access to either Eerls Court or Olympia next Septem ber - the month in which the show is treditionally held

But sust in case this news might make you go home heppy I em sad to have to Inform you that there are plens afool - as you sup champ and wonder how you ere going to gel home to slage the invent again next yeer

FMAP International Exhibilion - (part of the same company Ihal owns ACE) plan to step are prepared to slump up a whopping £350,000 to spend on edvertising for a new gemes only show. The working litle for the new show is "The Europeen Computer Leisure

If EMAP can oull the show off it will be a considerable achievement as only two years eac they ended up with huge omelties on their faces after a

disasterous attempt to sell an alternative show at Ally Pally in North London

The new PC show - as EMAP are billing it, is believed nelional newspaper group EMAP sources will not confirm which newspaper group

### MAXWELL CLOSES MICRODEALER

The long established Microdeeler distributor has ceesed Irading as of the week before the PC Show

The Maxwell owned distributor was one of the longest established firms in the computer games industry and the shock waves of their closure ere only just becoming known

Tongues have been wagging throughout the PC Show al the effect the closure will have on Mirrorsoll - publishers of Spectrum Holobyte, Image

The Maxwell Group have already disposed of e number of companies in order to fund

### **16 BIT GAMES FOR** LESS THAN A FIVER

Three industry worthies lest week caused a str by appear-

# **EPYX CONSOLE** THEMSELVES AFTER **MASSIVE JOB CUTS**

The one time leading Californiheve layed off fifty staff and ennounced that they will cease publishing computer games The company will now concen trate on developing games for othe publishers - particularly Nintendo tilles, and on the development of the Atari Lynx

hend held, originally an Epyx design

Meanwhile the latest trade streaking ahead of the Lynx in the popularity league - with both trade and punter slike

# **EUROPEAN COMPUTER ZOO**

Former UK bass of Microdealer Stuart Bell, has guit the company to set up hav own interestingly named European hes it theil Bell will be taking with him certain key staff et

ny have ten new games ready

Microprose have yet to announced e replacement to bury-based gemes company bird, and Rainbird -at the last

# **BILLY THE FISH** IS FULL OF WIND

Amonost a deluge of new Viz. the Fish initialable. A definite must for any Irendy leger lout Billy the Fish is not to your laste you might like to put the following leams on your Christmas list Viz Book of Crap Jokes Fal Slags T Shirl, Viz. 1990 Callendar, Johnny Fart-The Sexual Condoms. The next edition of Viz Comic will be or sale in mid-October

# LMO LONDON MALE ORDER E LMC London of Bit Control STREAK!

### Mad Surgeon Competition Adding by the large number of entries for our Med éis are a pretty blood-

ing sway with the trusty

scalpel. The live body would-be Dr Kildann's, who each win a copy of Soft ware Toolwork's Life & Denth game are. Surgison Compo, Ace readdon, S France of Guernsey, S Lodge of ly can't wait to start hack West Yarkshop R Harathala of Scotland.

and Karry Robertson of

Your games are wing ing their way to you even now Good luck with med school. Oh, and try not to make too much of a mess on the carpal...



### Litetime Drive Compo

Forster, Heywood.

It's quite amozing just what you can do with a publicity shot if you try hand, Here's what the tive lucky winners of MGT's Lifetime Drives made of this one

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> "And all because the lady loves Software Centres" - Steve Wood, Wolverhemotor

"And all because the lady loves - other lades diessed as men" - Jason

When they said i'd won a Lifetime Drive I instantly thought of a Red Convertible and a long road" -- Chas Cale, Plymouth

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CROSSWORD 17



### CROSSWORD CRAZY

You might have noticed that Occasional Solitions is instant Saless have been, well, lacking really, Songt We've been so dusy here it ACE price our move to FBAP that some compor essults have got a title behind Birt, as you can see we are creibrant ing November with a grand catch up. So here goes with the solutions and winners for crospwords 15, 16, and 17.

### Crossword 15

ACROSS, 5 ICONS 7. NEBULUS 9.TREE 10.RENEGADE 11.ROBTEK 14.SUMMIT 17.PACMANIA 18.STEP 19.TRANTOR 20.TENON

DOWN, 1.ENTERTAINMENT 2.8EANG 3.DUNGEON MASTER 4.MUDDY 6.CURSOR 8.BRAKE 12.ASIAN 13.GI HERO 15.BARD 16.ANTON

The winner is Bracley Howe from Harlington, Middlesex

### Crossword 16 (A)

ACROSS, 5.HYSTERIA 7.ATOM 8.METRE 9.EDUCATE 10.MAEL STROM 11.I LUDICRUS 14 EPISODE 15.AMIGA 17.MEAN 18.EXTENSOR

DOWN, 1.8YTE 2.RAIDER 3.CAPCOM 4.HOSTAGES 10.MELAPLEX 11.INSANE 12.UNDIES 13.ROMAN

The winner is Steve Wood of Wolverhampton.

### Crossword 16 (B)

ACROSS. 6. VROOM 7. TYPHOON 8. OCEAN 9. FERRARI 11.8 LOOD MONEY 13. VERMINATOR 16 PREDICT 17. RAMBO 18. DETOURS 19 TITUS

DOWN, 1.ORACULA 2.MONACO 3.CYBERNOIDS 4 CHERRY 5.COBRA 10.SMART CARD 12.MOEBIUS 13.VIDEOS 14 ARABIC 15.ORDER

All these winners will shortly be receiving a chaque for £25 which they can rish out and blow away on their fevorance orece of software.

# PRIZE PUZZLES

Now that we've cleared the backlog of Crosswords, here are a few oustanding prize puzzle solutions.

Puzzle 16 Answer:



### Solution:

The problem is to find two three-dight numbers which have a product in which the second dight is a '11. Further, all dight sued, including those in the three substatis, must consist of only dight from 1 fo 6 inclusive (i.e. those numbers which can be represented by the didt on a standard dick.)

For the purposes of the problem the subroutine at line 1000 for a given variable (2S) to determine if it contains digits other than those permitted. The subroutine returns a variable FLAG which has a value of zero if the string under test contains only the digits 1 to 6. A value of 1 indicates that the test has failed.

The main variables are generated by the two toops A and 8. Each is tested by the subroulem and Intel 40 also checks that the product will laive six digits, as required by the puzzle, once a possible par of numbers has been found the times sub-totals are calculated (ICS, DS, and ES at lines 170 to 2.30). Each of these as also test of by the subroulem a time. Should any value fall their the sex substitute of the substitute in time. Should are value fall their the substitute of the substitute in the substitute of the substitute in the substitute of the substitute of the substitute in the substitute of the substitute in the substitute of the substitute in the substitute in

100 FOR A-111 TO 666:AS-STRS(A) 120 IF FLAG=1 THFN 310 130 FOR B+111 TO 666 BS-STRS(B). 140 F A\*B<111111 THEN 300 150 75-89 GOSUS 1000 160 F FLAG+1 THEN 300 170 V-VALIMIDS/BS. 2.10-DS=STR\$/A\*W 180 ZS+CS.GOSUB 1000 190 IF FLAG+1 THEN 300 200 V= VALIMIDS/BS 2 11:DS=STRS/A\*V/ 210 ZS-DS GHOSLIB 1000 220 IF FLAG=1 THEN 300 230 V-VALIMIDS/RS 3 11/FS-STRS/A\*VI 240 Z\$=F\$ GOSUB 1000 250 IF FLAG=1 THEN 300 260 F\$=STR\$(A\*B) 280 IF FLAG=1 THEN 300 290 IF MIDS/FS.2.11="1" THE'N PRINT

300 NEXT B 310 NEXT A 320 END 1000 FLAGS=0 1010 Z=INSTRIZS,"0"] 1020 F Z<>0 THEN FLAG=1 GOTO 1030 Z=INSTRIZS,"7"]

1090 1050 Z=INSTR(Z\$,787) 1060 IF Z<>0 THEN FLAG=1 G0T0 1090

1070 Z=INSTR(Z\$,"9"1 1080 IF Z<>0 THEN FLAG=1:00T0 1090

1090 RETURN

AS." "BS." ".FS



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# CD ROM EXTRAVAGANZA

And now, the moment you've all been wadno for - the results of our grand CD ROM giveaway We had a laugh a meute weekend reading all of your entries and went through agony trying to make a decrsion. But here it is. The lucky winner of a Commodore PC 10 with Hitachi COR 1503S and a copy of the CD Defender of the Crown is

THartley of Yoevil Somerset. Tweety numers-up, who all receive copies of Cinemaware's fall est blockbuster. Londs of the Ris ing Sun are. Jason Burgwin, Walself, Gordon Haves, Pontyclun. Richard Taylor, Bradford, Dave Mills Berningham, Matthew Treadwell Chertsey Jan Morrezon, Avr. Rick Cary, Llandysul, G Hurd, Isle of Man, David Gray, Southall, Peter Wagnum, Billencay, Simon Colfis, Beverley, John Hegarty, Hounslow, Andrew J. Reader, Maidstone, R J East, Oxford; Craig Wheeler,

Here for your delight and delectation is the winning entry:

"I couldn't want to get home and load my latest Cinemaware CD ROM game, and I wasn't disappointed It was the latest licensing deal: 'Dallas - The Computer Game.' I controlled the hero, Bobby, as he raced to the rescue of his wife Pam. She was in the clutches of an evil plastic surgeon, intent on changing her into someone completely different. This horizontally scrolling shoot-em-up had plenty of baddles to contend with - runaway cars, gun-tobing, double-crossed oilmen and a sickly kid who could cause suffocation by clinging on tightly round the throat and Isping 1 lurve you Daa-dee'. But what I liked best was that it was impossible to die. Every time I lost a life, I found myself back in the shower, it was almost like a dream."

Stephen Parsons, Wool, Neil Luck

Oh dear puzzle 17 seems

to have got lost somewher

along the line. No prizes

Tayistock, S.E.Button, Bristol.

mas, Benergham, Ian Wang Lightwater and A Bogue, Stoerport.

for spother that there

wasn't one!

**PUZZLE 17** 

**PUZZLE** 

Solution: The problem involves finding all possible combinations of two twodigit numbers, the product of which in each case comprises of the same digits. In the listing the two initial values are held by the two loops A and B. To avoid duplication of answers the value of B is always the greater of the two. The prodact of these two numbers is calculated (line 120) and this value and the values of A and B are converted to string variables

To determine if the product consists of the same digits as it's generating values a simple technique is used. First. the strings AS and BS are combined into a single string ZS and this is passed to the subroutine at Lines 1000 to 1060. The purpose of the subroutine is to re-arrange the contents of the string ZS into numerical order (actually determined by the ASCII codes of each character in the string). This is done by using a modified 'bubble-sort' in which each character in the string is compared with the next character along (line 1010). If these two characters are out of order line 1020 transposes them When this happens a flag (F) is reset to 1 (line 1030). This procedure is repeated along the length of the string until no further switches of characters are made. This is indicated by the flag remaining at its initial value of zero. When this happens the subroutine is terminated.

The 're-order' digits returned from the subroutine are stored in variable CS and the digits of the product are sent to the subroutine (line 1060), if the string so returned is identical with that in ( then the contents of variables A and B are printed out

100 FOR A=10 TO 99 AS=STRS(A) 110 FOR B=A TO 99:BS=STR\$(B) 120 P=A\*B:P\$=STR\$(P) 130 IF P<1000 THEN 180 140 Z\$=A\$-B\$:GOSUB 1000

60 ZŠ=P\$:GOSUB 1000 .70 IF CS=Z\$ THEN PRINT A;" ";B 90 NEXT A

000 F=0:FOR G=1 TO 3 MIDS(ZS.G.1)<=MIDS(ZS.G+1.1) THEN

020 Z\$=LEFT\$(Z\$,G-)+MID\$(Z\$,G+1,1)+MID\$(Z\$,G,1)+MD

040 NEXT G 050 IF F=1 THEN GOTO 1000 1060 RETURN

# **SPANISH** FLY

Jetting off with a friend for thus years Spanish Grand Prox is Greitory Alexander of North London, who correctly named fave Accolade games mour Spain Com-

petition Congratulations to Alexander, and consis-

you who'll sust have to watch it on the tells...

# FUN, FAME, AND FERRARIS

Winner of our System 3 competetion is C. Ambidge of Madenhead This lucky person recieves a free ride in beloeging to System 3's Mark Cale as well as a

one catch we need a full report on the Editor's desk by next Monday! Oh alright, you cae have a lif tie larger then

The winner is A.J. Kids-

VIP meal, and other goodies. There is just Answer: Apart from the example given (15 x 93 = 1395) there are six other ways to do the same trick:

21 x 60 = 1260 21 x 87 = 1827 27 x 81 = 2187 30 x 51 = 1530

80 x 86 = 6880

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# **PUZZLE**

Set by Archie Medes

MID

Jamie was never much good at long multiplication.

'I blame these pocket calculators,' his father was heard to complain, 'evry one gets lazy and relies on them too much. In my day we had to use brain power...'

Airight, Dad,' replied Jamie, 'point made! But if you want to exercise your little grey cells here's a long multiplication for you to try!"

Jame sketched the fol lowing skeleton multiplication sum on a piece of paper, Adding a few digits he handed it over.

--2 --3 --4-

-6--7--8---- The next day at work Jamie's dad was all set to give up until a colleague came to the rescue with a short computer program. In the sum shown the dashes represent the positions of the missing charts.

Can you complete the sum?

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"ATARLST user requires help with programing the 68000 All levels all experience welcome and all let Jers answered I also wish to hear from any clubes in the Manchester and sur rounding areas IN FACT, I users? Write to: Marcus Marshall, 23 Rudgwick Drive, Branclesholme, Bury, Lancs BLB 1YA.

Help me get a young Pen Pal around 10-15 years old for my Amstrad be new to the computer with around 50 games Phone Torry after 5pm on 01.044.1398

For HELP on Dunnean Master, write with SAE to. K Williams, 1 Spring Gar dens, Letterston, Mr. Haverfordwesl, Dyfad Wales SA62 55H

Halp wanted with all aspects of programming basic, machine code, etc. for my Amiga. Also how to make demos, and help and bos would be grateful iv accented for all Armes games. If you can help me, please write to Foz Mon', 11 Station Road, Hesketh Bank, Mr Preslon. PR4 GSN, Lancashire For computer contacts from all over the world with you computer, get in bruch with me and I will send you a list. Send. details of your computer system together with your name, address and briephone number, and a stamped addressed envelope, as well as a separate first class stamp to A.F. Stanley, 1 Merin Clase, Hanault, Blord, Essex 106 Ghostbusters, Cybernoid

2. Fernandez must Din.

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ST Data Recovery All

types all disk recovery

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Sheffield, S31 8LZ if you

want help with the lollow

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Dan Dare, Battle Tech

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tions Aliens Engirsh and

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Guadalcanal Ikan Warners

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Alan ST owner needs lat. est version Virus Killer" | will pay of swap some of my software for it Ituge selection of both PD and onemal). Write to Rich. Wilmcote, Mr Stratford-Upon-Avon, CV37 9XW with any lorns of help

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Pacland, Blood Money Carner Command Double Dragon Nevulus Thurderblade Flying Shark, Starglider, Bombizzat Hostages, Super Hang On, International Karale +. Test Drive 1. Pipelne, Cosmic Pirate, Hoan of Arc., Battletech Forzotten NOSIS), Vigilante, Denaris Space Harrier, The Real

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# The BLITTER END

# JACK INTO THAT BOOM BOX, MIKE



Blitter will not be appearing in his usual spot next month. He will instead by retiring gracefully to the Bahamas. The reason? By next month he will be slinking nch, thanks to a program from MPH of Norwich. The item in question is the official computer version of the newly released Greyhound Calculator This program works out how fast each dog is and calculates the final result of the race. If shall retart all £34 95 which, considering how accurate if is, is a very cheap grice. Sounded juffles grices to us, until we were fold that In one test, starting off with sust £5, we made nearly £500 " Bttl. ter has ordered six comes and is eagerly expecting six witners in every race, with £5 on each dog. See you on the breach, coconuts.

like success. This month we were nonfoundly moved by the tribules inspired by Morile Carlo Casino - a budgel Little Irom Codemaslers. The cassette mlay features a tes Israeme thal declares This is probably the most realistic playable casino game ever - it's absolutely botion? The Jestimorial is credited to one David Darling, who ol. .Codemasters. Perhaps They should take nul a license on MPH's Grey hound Calculator

And laking of budget labels, we've

just come acrossone of the lowest budgel lieebes ever The RAD label features the company's logio in bisistering primary colours on the reverse of the Cassette rilly Breiesh I he logio in try pind reads the immortal message "Dreate your own RADICal budge! Cut acound the above and sick a safety pin to the back of this card owng sticky table.

Sales are honming

Socies stans are laughing all the way to the basin likese days, lanks to owe-effortisestic software companies. Screen 7 receives 1 received to the standard standard

Bitter would the lo welcome some new hands to the ACE Team. You'll be getting to know these guys very well over the next lew months,

# THE ACE

Find out more about the ACE Challenge on page 12 — whatever others might say, we're putting our money where our mouth

We're also determined to carry on the AGE tradition by giving you a megazine that respects your burning obsession with the best things in lifs —so tell us more about yourself on page 86 — end maybe win a prize into the bargain!

so we left it only right to give you an introduction so you know what you're letting yourself in

Taking the Deputy Edition's chair is Rik Haynes, previously Reviews Editor on New Computer Express Rik celebrated his apport ment by immediately leaving for Disneyland and investigating the technology behind the index there and you can find oil more about his expresences next month. Binsome his acute, same underment to

bear on previouses from now on will be Luxrence Scottrot. Larence had to make a fought decision, should he follow the lamfy business, or should he play. RType. The lammy business, parings we should mention, is embalting. Styno more, excell that Lauence has pul will more chouse on computer gimes across more machines from most geople, which given the alternatives is hardly surprising. Youre zone to see a log change in the

votice going to see a oig change in the way the magazone looks over the next lew months as Design Ednor am Wills gets to graps with the advanced technology we use to produce the magazone. A new set of pencils have been ordered, and the man came last week to mit, the franspostories. Jan has an unhealthy addiction to the PC Engine and he supports Evertine.

Finally, Riyad Emerian joins our crew of inetraconfinations. Riyad is speciality is consolid technology – all home he has, amongst offler things, a PC Engine plus CD ROM, Megachine, Netteriod and a host of other surprises. Were so jealous that we won't left you anything else should him.

Bitt-bliff

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